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CBM-64 Amstrad Spectrum
Screen shots taken from various computer formats
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INSPECTOR GADGET/80



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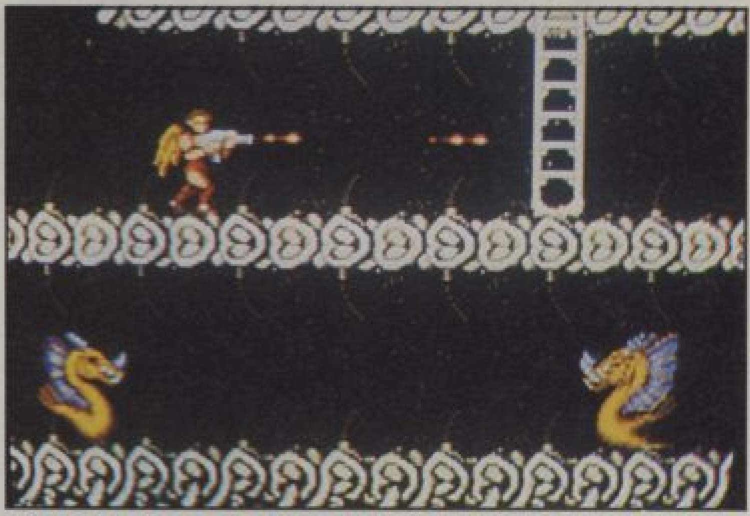


TERROR OF THE DEEP/86

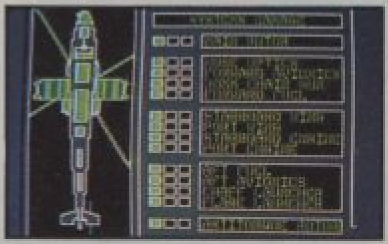
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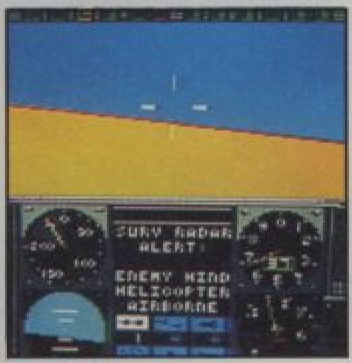
Whodunnit? We did that's who. Yup, you are now the proud owner of a copy of the UK's number one computer games magazine. Thanks to you we now sell a staggering 106,571 copies each month which means we've got an amazing 600,000 readers! Why? Because we've got more hot news, reviews and colour than any other games magazine you care to name. And we continue the tradition of bringing you the best this issue with an awesome line up of features and competitions. Thanks to **Elite** you can win one of the incredible **Sega Master System** games machines which every games player in the universe has been lusting after ever since we announced its existence in C+VG a few months back. You can also Go with **Inspector Gadget** and win a pair of his Gadget skates. Talking of skates you can also win tickets to that smash hit West End show **Starlight Express** thanks to, you've guessed it, the new **Starlight** software label. We've also got a 16 page **Adventure Special** packed with adventure goodies like the exclusive Helpline A-Z of hot clues, plus previews of **Knight Orc** and **Grange Hill. Mirrorsoft** want to take you on a monster hunting trip to Loch Ness in search of the mysterious Nessie. We want to take you to the exclusive C+VG **Golden Joystick Awards** — in spirit anyway — as we announce the results of the most prestigious reader awards in the games world. All this plus the latest action from the arcades. Play By Mail, Tony Takoushi's Hot Gossip and lots more. Check it out!

Tim

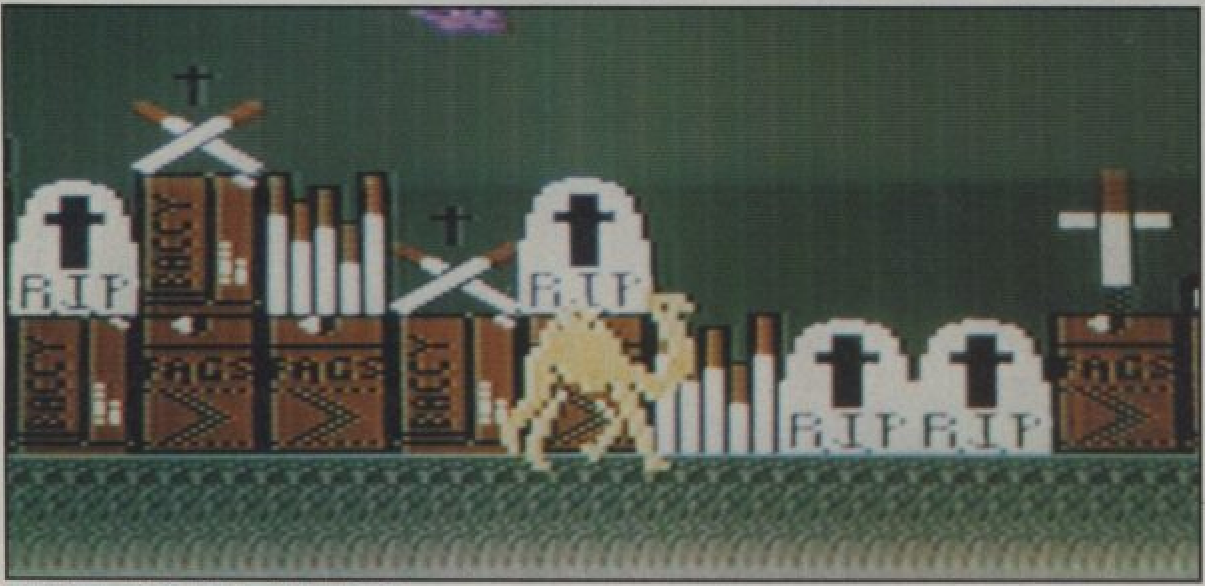


ARCADE ACTION/92





GUNSHIP/14



MINTER'S MUTANTS/8



THEY'RE ANGRY . . .



THERE'S HELL TO PAY . . .



IT'S KNIGHT ORC/58

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News

■ Prepare yourselves for a cat-astrophe! **Garfield**, the cynical but cute cartoon cat is making his computer debut during April. **The Edge** have picked up the character licence and intend to produce a series of *Garfield* games. The first will be called **Big Fat Hairy Deal** and should be in the shops in time for Easter.



■ Ever wondered how to become a successful games programmer? It's a profession packed with pitfalls for the unwary — but **Superior Software**, of **Repton** fame, have put together a new handbook called **Success in Software**, which aims to help would be games coders. The handbook will be given free to anyone responding to Superior's big spring recruitment campaign. Full colour advertisements will be appearing throughout the home computer press during March inviting people to send details of their abilities.

■ Make a pig of yourself and grab a copy of **CRL**'s game of the comic, **Oink!** In case you've not heard about this offering it's a sort of grown up *Beano*, packed full of characters like Harry the Head, Rubbish Man and good, old Uncle Pig. CRL are currently taking the



brave step of converting the comic into a computer game. Can't be done, you say. But those guys down in Stratford are going to have a crack at it. In the game you play the part of Uncle Pig who is attempting to get an issue of *Oink!* together. You play different games, get the articles you need for various pages together and finally end up completing the issue and hopefully get a massive circulation figure. Bit like C+VG really!

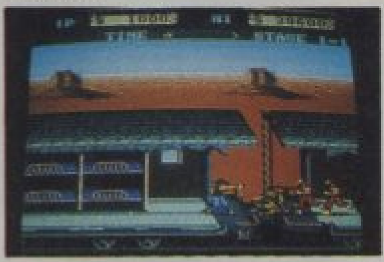


■**Andy Wilson**, who created the brilliant Commodore **Dan Dare** game for Virgin has turned to a dynamic duo from the era of silent films for the subject of his new, promising looking game. **Laurel and Hardy** may seen unlikely characters for a game but Andy — ever keen to find something a little bit different — thought otherwise. *Laurel and Hardy* introduces a new programming technique called **Cinevision**. In keeping with the original character of Laurel and Hardy films, the game is in black and white and the soundtrack features an "organ music" accompaniment.

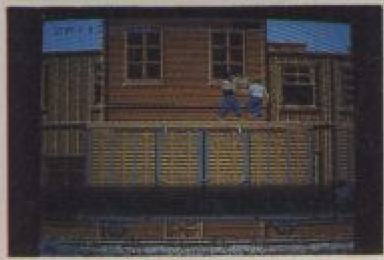
The game can be played by one or two players — or by one against the computer. The game has been in development for nearly eight months. Laurel and Hardy will be released in late March/early April for the C64.

■ **Express Raider** from **US Gold** should be arriving at a station near you soon, while **Konami's Iron Horse** is still waiting in the sidings.

Meanwhile here's a reminder of what the fantastic arcade versions look like!







■ Following in the wake of **Rogue Trooper** and **Judge Dredd**, the popular 2000AD comic characters, **Nemesis the Warlock**, is to make his debut on computer.

The rights have been snapped up by **Martech** and the resulting game will be out on the Spectrum, Amstrad and Commodore.

Nemesis the Warlock leads the Resistance Movement against Torquemada, Grand Master of the Terminators. Nemesis has sworn to destroy the evil empire of the Termight.

Torquemada has cleansed Termight of all aliens and is recognised as the protector of all human life on the planet. He treats the extinction of alien life as a religious crusade and sets about to cleanse the galaxy — only Nemesis can save the aliens.

In the game, Nemesis seeks out Torquemada in an attempt to finally destroy him. Each new screen will provide him with different obstacles to overcome.

The Terminators will try to destroy him before he can reach their Grand Master. But Nemesis is well-equipped; his trusty sword, Excessus, has killed many Terminators. If that fails he has his gun and the ability to breathe fire at his opponents.

As Nemesis gets nearer to Torquemada his face will gradually appear at the bottom of the screen. Once fully visible — the final battle is about to begin.

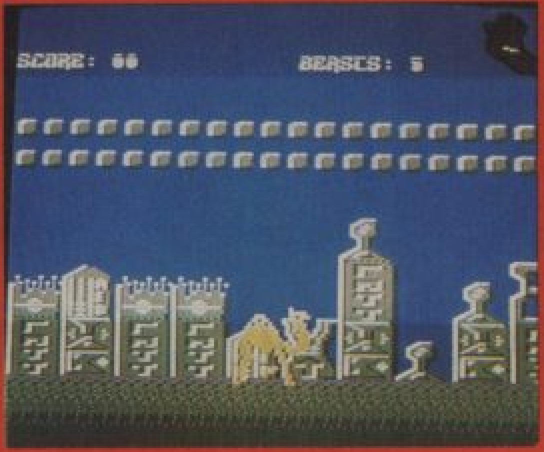




■Way, way back you may remember C+VG's Hot Gossiper **Tony Takoushi** raving about a game called **Firetrack** from the legendary **Orlando.** Well the game itself has finally surfaced on the **Electric Dreams** label. *Firetrack* is an exciting shoot 'em up featuring smooth, vertically scrolling graphics and a constant stream of fast and furious attackers.

The Firetrack, which crosses four main worlds fueled by nuclear power plants, cunningly concealed by a Devil Rock at the end of each section. You must first destroy these plants, plunging the colonies into darkness, and then prevent them rebuilding by attacking again in







■They are back! Those beastly 90 foot high spitting camels are set to reappear on the Commodore 64 compliments of Mr Minter.

I took a little peek at how the game was coming along and it got my taste buds tingling and my hand itching for action!

In **Revenge Two** the camel animation is smoother and there are seven scrolling planes in front of the camel to give a classy look to the game.

The aim of the game is to get through the various levels and to have a good solid blast at just about everything in sight.

There should be around 100 attack waves, all with their own touch of strategy and reflex. The game will also feature a nifty little tune which is described as "a traditional Peruvian melody".

There are also aliens in the border and a really laid back camel smoking a ciggy in the top right hand side of the screen.



the black-out.

After a year and a half's painstaking development, *Firetrack* will be available in February on Commodore 64/128 cassette (£9.99) and disk (R.R.P. £14.99) and BBC B/Master series.

■**Star Wars** isn't a *Trivial Pursuit* but **Domark** are still bringing out the game! Yup, those classic arcade coin-ops are coming to a home computer near you. **Star Wars, The Empire Strikes Back** and **Return of the Jedi** were all seen on the old Atari VCS cartridge machine way back in the mists of time. Quite why it's taken so long to get them out for computer is a mystery. The games are scheudled for release in late 87.

Last month we printed the first part of our offer for 200 FREE games of Pete Cooke's *Academy*. This month we print the final token which puts you in with a chance of the game.

Send these two tokens to Academy Offer, CRL, CRL House, 9 King's Yard, London E15 2HD.

ACADEMY OFFER

Name: ....

Address: ....

....

I enclose two Academy Coupons from C+VG.

Please indicate which computer you own

☐ Spectrum ☐ Amstrad

TOKEN 1



■ We've already told you about **Sun Star** for the Atari. Now this fast and furious game is available for the Amstrad and Spectrum from CRL.

Sun Star will retail for £7.95 on cassette and £14.95 on disc.





■**The Fifth Quadrant is** an arcade adventure complete with role playing elements and a whole bunch of robots is on the way from Bubble Bus. This arcade adventure is set on a spaceship which will have approximately 250 rooms/ locations and the player will have control of four robot crew swapping from one to another as necessary. The game will be available for the Spectrum, Amstrad and C64 but a price has not yet been fixed.

■The first in **Gremlin**'s range of Atari ST titles, **Typhoon** is due for release in February. *Typhoon* is a space action game, licenced from Germany by Gremlin and written especially for the ST. The games feature 50 different zones at play and difficulty.

■**Starquake**, originally written by C+VG **Golden Joystick** winner **Steve Crow**, is about to be released on the Beeb.

It'll set you back £9.95 for the tape, £11.95 for the disc. And there's an Electron version coming soon!

■ The **Phantom Sticker** strikes! A couple of issues back we printed some special C+VG stickers and stuck them on the front of your favourite mag. We also asked you to send us pictures of your stickers in silly places. None was sillier than **David Setrup's** of Wallasey.

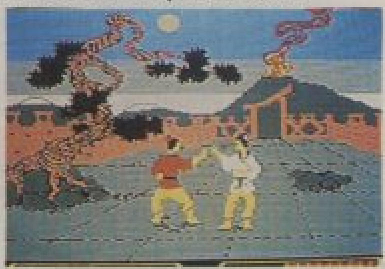


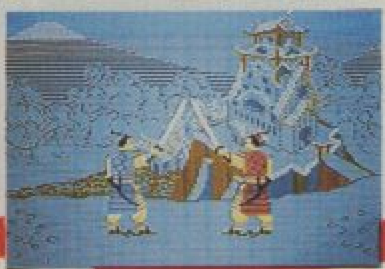
■Inside this issue of C+VG you'll discover a special poster from **Powerhouse**, the new budget label from the CRL stable. There's some excellent stuff on the way including a terrific version of **Wonder Boy**, the arcade hit, called **Terminator.**

■Remember **Classic Invaders**? Well, Bubble Bus has done it again with Classic Muncher — Pac-man in other words. And it's only £1.99!

■ Gremlin Graphics hasn't given up on the old favourite — martial arts.

Their new game is **Samurai Trilogy** and will be for the CBM 64/128, the Spectrum and Amstrad CPC's price £9.99.





Arcades withο

Licensed to deliver big brothers acti

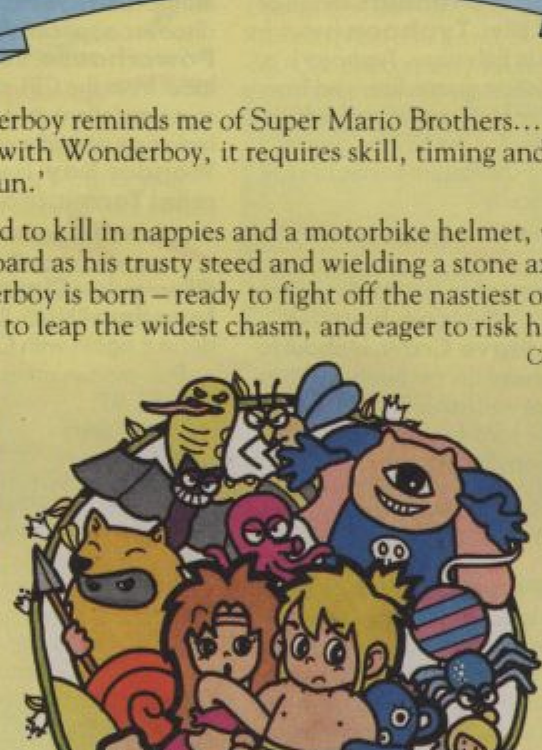
SE

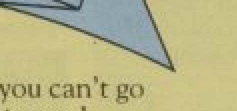
WONDER BOY

'Wonderboy reminds me of Super Mario Brothers… you can't go wrong with Wonderboy, it requires skill, timing and is good, clean fun.'

'Dressed to kill in nappies and a motorbike helmet, with a skateboard as his trusty steed and wielding a stone axe, Wonderboy is born – ready to fight off the nastiest of nasties, willing to leap the widest chasm, and eager to risk his life'. Arcade Action, Computer and Video Games


ARCADE SCREEN




ARCADE SCREEN



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...d ATARI ST (£24.99) – All titles.

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News

■ **Southern Belle** and **Heathrow Traffic Control** are to be released on the Amstrad PCW by **Hewson**.

Southern Belle, the first authentic locomotive simulation, is based on a 1930s King Arthur Class Locomotive on the London to Brighton run.

Southern Belle/ Heathrow Air Traffic Control is available for the Amstrad P.C.W. 8256 and 8152 price £16.95.

■ Using the **Konix Speed King** joystick will give you an 84 per cent chance of improving your high score, according to research carried out by **Epyx** in the USA.

While not disputing the findings, it should be pointed out that Epyx is selling the joystick in America under the name Epyx 500XJ.

A touch biased. . .?

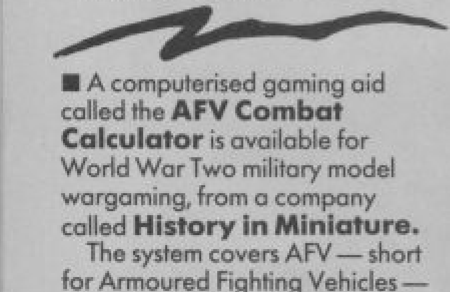
■ A computerised gaming aid called the **AFV Combat Calculator** is available for World War Two military model wargaming, from a company called **History in Miniature.**

The system covers AFV — short for Armoured Fighting Vehicles — with infantry support from 1939 through to the last battles of 1945, and all known wargaming scales

As the AFV Combat Calculator is available on the Spectrum 48K (with tape or microdrive) and the BBC. It can be obtained from Robin Hunt, 1 Ostade Road, London, SW2 2AY. Price £9.95 .

■ It was great to see so many C+VG readers at The Second British Play-By-Mail Convention in London recently. We thought it was a great success. How about you?

▽ C+VG's Wayne at the PBM convention.



■ **Dun Darach, Heavy on the Magic** and now **The Trials of Therion.**

But the bad news for followers of Gargoyle is that **Gregg Follis** is delaying the release of the game until he feels the time is right. Greg is also toying with the idea of a game based around **The Hunting of the Snark.** Lewis Carroll's famous nonsense poem.

■ **Gary Partis** follows up his BBC hit **Psycastria** with **Spear of Destiny**, again released by **Audiogenic.**

Meanwhile Audiogenic is releasing **Thunderstruck 2** for the BBC/Electron on cassette and disk. Spectro, the Thunderstruck hero, will also be featured in Peter Scott's next game.

No, I know a man who does! This droid, who looks as if he's in desperate need of the AA is **Number Five**, the mechanical star of **Short Circuit.** A fun movie and game from **Ocean.** Check them both out!



■ Strange but true department. Did you know that according to **Gallup**, the people who put the software charts together, **Yie Ar Kung Fu** was the all time top selling game of 1986. The 1986 top ten reads like this: *Yie Ar Kung Fu*/Imagine; *Formula One Simulator*/Mastertronic; *Commando*/Elite; *Green Beret*/ Imagine; *Thrust*/Firebird; *Ghosts and Goblins*/Elite; *Paperboy*/Elite; *Rambo*/Ocean; *Kik Start*/ Mastertronic; *Ninja Master*/ Firebird.

Amazing facts department. *Football Manager* from **Addictive Games** entered the chart at number 49.

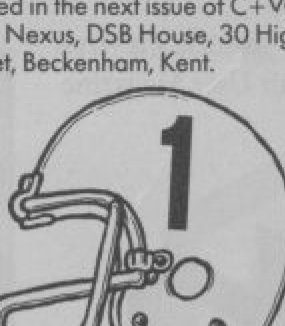
■ **Ariolasoft** is to release **The Fourth Protocol**, based on Frederick Forsyth's best-selling booking and soon to be a film starring Michael Caine, for the Amstrad PCW (£15.99) and the IBM and Apple (£19.95).

The seventh in the long running **Atari Smash Hits** series hits the streets this month. This time **English Software** have put together **Elektraglide,** their own original race game, **Colossus Chess 3.0**, **Alley Cat**, and **Blue Max**. *Alley Cat* isn't the Braybrook game it's the Synsoft game favoured by programmers and Atari freaks. Smash Hits Seven runs on the Atari 400/800/XL/XE/ range. The twin tape pack costs £9.95, twin discs £14.95.

This is C+VG's **Lesly Walker** — yes that IS how you spell Lesly! — with just some of the huge number of entries for our **Xevious** arcade machine competition. Amazing but true! This MUST be the biggest ever response to competition in C+VG. But the **Euromax** Design a Joystick competition is rapidly catching up. Soon we won't be able to see our desks. Big Red is beginning to look worried by the pile of mail.



The magazine that gives you more does it again! We've got 200, yes **200** copies of **Super Sunday**, the epic American Football game from **Nexus**, to GIVE away. All you have to do is simply cut out the American Football helmet token below and send it — together with the second coupon which will be printed in the next issue of C+VG — to Nexus, DSB House, 30 High Street, Beckenham, Kent.





NEXT MONTH

Help! Stop Thief! Get the police. Get MI5. Somebody has stolen all of the goodies for the next C+VG. It's a conspiracy. We've fallen victim to the *Guild of Thieves.*

But never fear we'll get it all back and be on sale with an offering which will probably cause you a touch of the old GBH — that's Great Bliss and Happiness.

Yes we're ahead of the pack with an exclusive on Guild of Thieves, the next offering from Magnetic Scrolls and Rainbird. Adventure ace Keith Campbell says you won't believe your eyes.

What else have we got in the C+VG May swag bag? Steve Turner, the ace Hewson programmer, has written a players' guide to **RanaRama**, his latest chart-buster. There's also an indepth look at the Amiga, a round-up of the latest videos, and a high tech life-enhancing feature called A Room of my Own.

The wonderful Wayne is also back with another Play-by-Mail spectacular, and he also takes a look at some heavy metal rock albums. We will rock you!

You daren't miss next month's Arcade Action. Clare Edgeley will be bringing you a mega-special report on a real sizzler which will set the arcades alight.

As for competitions, how does *Grange Hill, Challenge of the Gobots* and Mastertronic's *Milk Race* grab you. Yeah, we sure are the prize guys.

And due to huge public demand, Paris the Pen has suffered utter artistic anguish to produce a special Melissa Ravenflame poster.

Look out for the Guild of Thieves on next C+VG's cover next month. It's a steal at £1.



The Sports Jet Simulation

The Decathlon of Sports Aviation Events is a tough and dangerous competition, the ultimate challenge for any stunt pilot. To compete in it, you must learn to fly the BD-5J – a fully acrobatic, 300 m.p.h. sports jet. To win you must be prepared to live dangerously.

Acrojet puts you in the hot seat to experience the same thrill, excitement and split second action as real stunt pilots.

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In this simulation there's no room for human error. Only for skill, courage and nerves of steel.

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Acrojet for the Commodore 64/128k, Spectrum 48/128k and Amstrad CPC series. Cassette £9.95. Disk £14.95.

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SIMULATION • SOFTWARE

C+VG REVIEWS

1

GAME OF THE MONTH.
Bigger, better and bolder than the rest. Try it, buy it. Don't miss out.

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Miss the hits at your peril. They are the business!

THE REVIEWERS

Tim Metcalfe:
The Ed man wields the fastest joystick of all. When his word is heard your better listen.

Paul Boughton:
Shoots from the lip. Likes zip in his zap.

Lee Brathwaite:
Radio Lancashire's ace games man, always ready to air his views. Video will never kill the radio star.

Chris Cain:
The Amiga man. But Cain is able to persuaded that 64 isn't near retirement age.

David Bishop:
As an Amstrad fan, The Bishop preaches what he practices. He is also full of praise for the Atari ST.

Steve Badsey:
The Doctor reports from the frontline about war and strategy games.

Nicky Trevett:
Reclusive Nicky has the knack with the BBC.

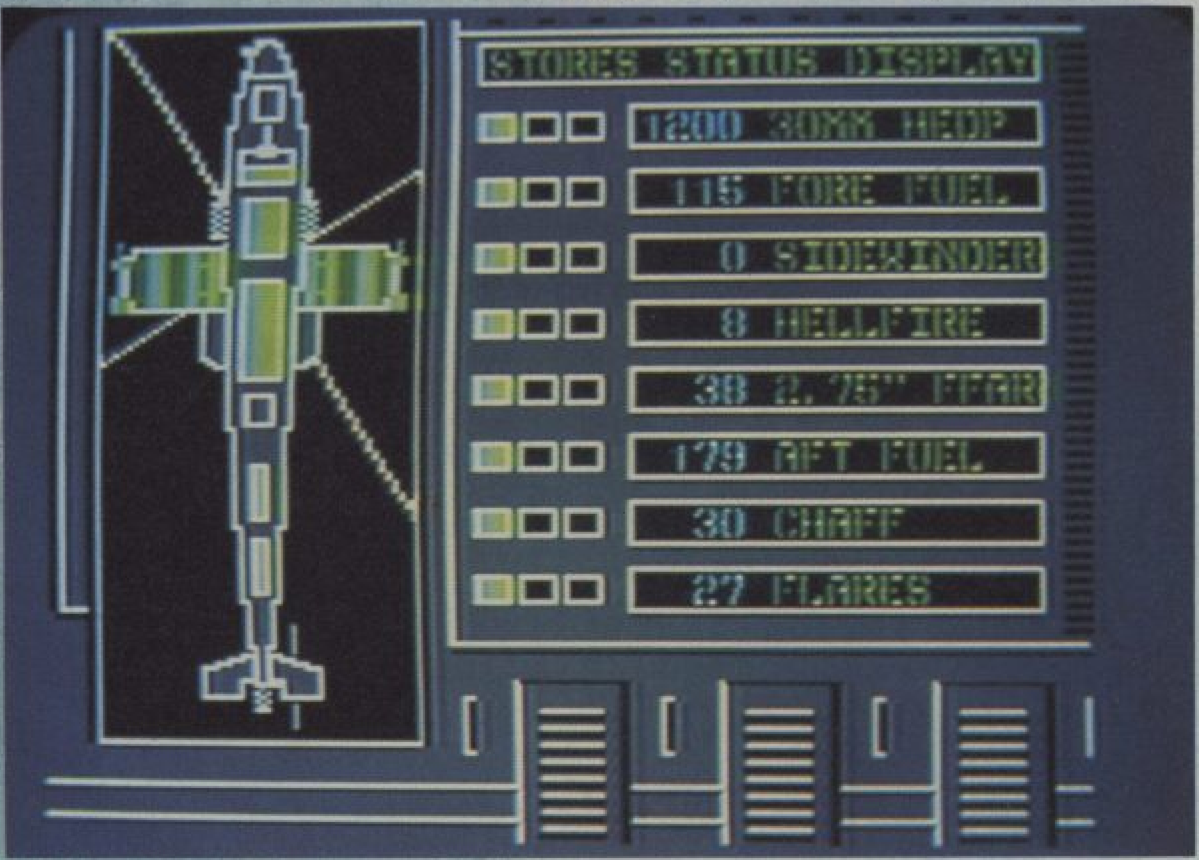
Brian Webber:
Sees all, hears all, plays all.

John Minson:
Games expert Minson has the Atari 8-Bit between his teeth. Something he XLs at.

Hakan Akbus:
The Atari addict who knows a good deal.

Lesly Walker:
Lesly heads C+VG S.P.G. That's Specially Playable Games. They must be good.

GUNSHIP



▲ *Gunship is without doubt the best flight simulator available on a home computer.*

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- ► SUPPLIR: MICROPROSE
- ► PRICE: £19.95 (DISK)
- ► VERSION TESTED: CBM 64
- ► REVIEWER: STEVE BADSEY

Gunship, the attack-helicopter flight simulator, is rapidly and deservedly turning into a best-seller for Microprose in this country. How they managed to pack so much into a 64K program seems to be a mystery even to themselves, but after seeing this, any firm putting out a single-scenario wargame should be ashamed of itself.

The AH-64A Apache attack helicopter has, after various teething troubles, now come into service with the frontline and reserve forces of the US Army. Unlike the helicopters used in Vietnam, it is armoured, and is designed specifically as a tank-killer, carrying Hellfire laser-guided missiles, unguided rocket pods and a 30mm chain-gun, plus Sidewinder missiles (the same as those used by Harriers in the Falklands) for air defence. Its heart is the TADS (Target Acquisition and Designation System) built round the guidance system in the gunner crewman's helmet while the pilot flies the aircraft. You may remember a civilian version of the Apache from the film and television series *Blue Thunder*. Each helicopter flies at up to 220 miles an hour, weighs about nine tons fully laden, and costs a little under 8½ million dollars.

Microprose set out with the object of making their simulation as realistic as possible, and a real helicopter is not easy to fly. There are two main controls, a cyclic stick — represented in *Gunship* by a normal joystick, which controls pitch and roll, and a collective lever which controls the amount of lift generated by the rotor blades. To fly forwards in a helicopter you gain height and then point the nose downwards, rather than pulling the stick back to take off as with a conventional aircraft. This takes time to learn, and *Gunship* begins with a training scenario in the United States, in which while your own weapons fire live ammunition and the returning enemy fire is blank. From this the pilot is advised to graduate, slowly, through missions of increasing difficulty against enemy with gradually improving training and weaponry.

The scenarios read like a





handbook of American's world-wide commitment. First, a chance to refight Vietnam with a return to South-East Asia, then air support for American ground troops committed in Central America, then part of the Rapid Deployment Force gainst Soviet-style equipment in the Near East, and finally World War Three in Germany against the Warsaw Pact. On each occasion the player can opt for a normal mission, a mission which requires him to volunteer, or a "suicide" mission with a low chance of surviving. Missions can be day or night, in any kind of weather conditions, and the Apache can be set to fly "realistically" or be a little more kind to the pilot. After seeing the mission the pilot chooses his own weapons load, and his own path to the target.

The object is not just a survive one mission. The pilot starts as a sergeant and can earn promotion all the way up to colonel by consistent good flying. He can also be awarded medals for a particularly good performance on one spacific mission. The US Army gives helicopter pilots their first medal for completing flight training without killing themselves — but after that it gets harder! If the pilot decides that a mission is just too difficult he can pass it by using the "sick call" option, but this will affect his future promotion prospects. With so many variations to select, it is almost impossible to fly the same mission twice.

Gunship is such a simply excellent game that any complaints seem like carping, but I have a few. The helicopter flies far more sluggishly than is normal for a simulator, which Microprose believe to be realistic, but which needs a little adjustment for the player. In particular, the collective, which is really the key control in flying a helicopter simulators — by a second joystick acting as a throttle. The program may also be taking the claims for the real Apache too much at their face value — the machine has suffered from endless technical problems, and malfunctions may be far more common than *Gunship* suggests. But this does little to detract from a very fine game.

These are people now who believe that the attack helicopter is the weapon of the future, eventually to replace the tank altogether. The US Army says that, should it ever come to war, it expects the Apache to kill fourteen tanks for each helicopter lost. *Gunship* is about as close as you will ever get to finding out if that is true. It comes with my highest recommendation.

► GRAPHICS	8
► REALISM	10
► VALUE	9
► PLAYABILITY	10



▲ *Brilliant value at £1.99*

Feud

- ► MACHINES: SPECTRUM/AMSTRAD/C64/MSX
- ► SUPPLIER: MASTERTRONIC
- ► PRICE: £1.99
- ► VERSION TESTED: SPECTRUM/AMSTRAD
- ► REVIEWER: TIM

It's magic! *Feud*, the first release on the new Bulldog label will cast a spell on you. It's a battle between two weird wizards — each out to become the chief Wiz. You play Learic up against Leonoric a particularly evil looking red robed wizard who simply wants to destroy you.

To become top Wiz you have to explore the surrounding countryside and find ingredients for spells which when mixed in your cauldron form spells which you can use to wipe out your brother.

Brother?! Yeah, Leonoric is your brother — who once turned you into a frog. No wonder there's no brotherly love occurring here!

Your spells are shown in a spell book at the bottom right-hand corner of the screen. The ingredients you've collected are highlighted in red. Highlight two ingredients on the same page — Dandelion and Burdock for instance — and you can dash back to your cauldron to mix them.

Only when you've done this will you be able to activate the spell and use it against your opponent.

Leonoric is a real meanie whc always seems to get his spells together so much quicker than you. Fortunately you have a compass which shows you where your opponent is — but often you'll need to be where he is in order to pick the herbs or flowers you need for your special brews.

You can dodge Leonoric's deadly fireballs or bolts of lightning — but it's better to attempt to avoid him if possible.

Another guy to avoid is Hieke the Gardener who can drain your energy on contact. He'll also chase you around his garden which you have to enter to get more ingredients. It's a good idea to get together the invisibility spell before you attempt to brave the garden. You'll need Chondrilla and Hemlock for that. Sounds like a strange cocktail you find in dodgy wine bars.

▼ *Can your software collection be without Feud?*





You will also come across villagers and travellers who can be turned into Zombies and forced to obey your commands.

Feud reminded me a bit of *Sorcery* in atmosphere — although it's more of a *Sabre Wulf*-ish style game. Especially the Spectrum version.

The Amstrad graphics are extremely pretty and both versions and the Amstrad game have neat hip-hop soundtrack which strangely fits in well with the game.

Brilliant value at £1.99 — you shouldn't fail to add *Feud* to your collection NOW!

	Amstrad	Spectrum
► GRAPHICS	9	8
► SOUND	9	7
► VALUE	10	10
► PLAYABILITY	9	9

C+VG REVIEWS 3

GREYFELL

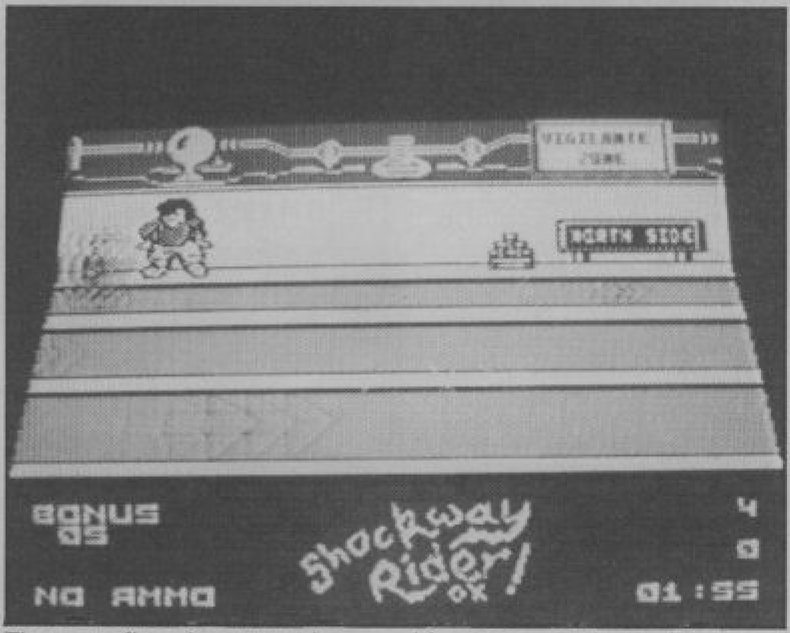
- MACHINES: SPECTRUM/ AMSTRAD/C64
- SUPPLIER: STARLIGHT
- PRICE: £9.95
- VERSION TESTED: SPECTRUM
- REVIEWER: TIM

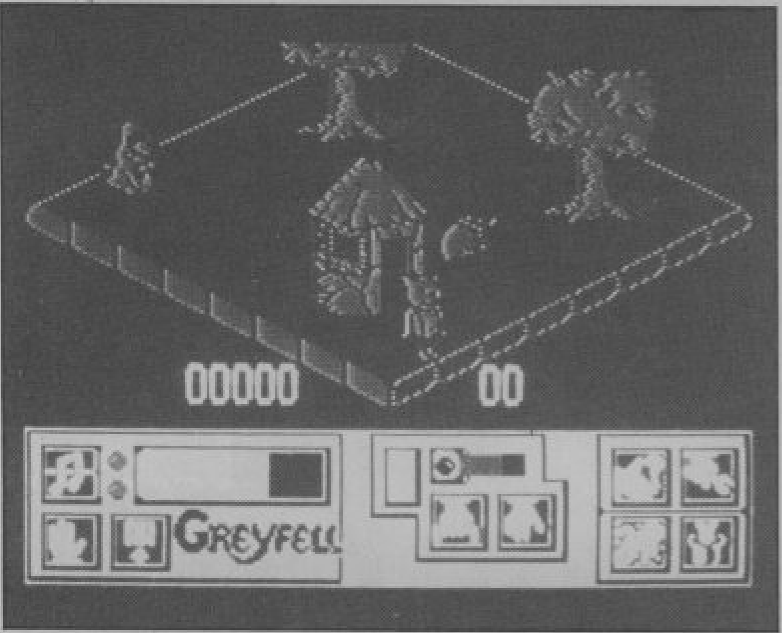
About time! A game with a cat as the hero. In their debut game Starlight strike a blow for cat-kind and prove for good that all cats are probably the most intelligent creatures in the known universe.

Norman is the name of our feline friend. He finds himself in the strange world of *Greyfell* on a quest for the Orb of Light which will restore sweetness — and light — to Greyfell, currently under the evil rule of Mauron the Evil One.

Norm the Cat explores a world which owes a lot to *Knightlore, Fairlight* and several other similar games — but never fear it's FUN anyway.

You have to interact with the other characters in the game.





There are five nice guys who will help you and eight baddies who seek to rid you of one of your nine lives.

These characters talk in riddles which appear in speech bubbles — first seen in *Movie.* Unravel the riddles and you could be on the way to solving some of *Greyfell*'s numerous puzzles.

Watch these bubbles carefully 'cos you could get a clue which will lead onto other clues.

For example someone might ask for some fruit. Take him a nice fresh Granny Smith and he might give you something in exchange.

Use this to pick things up, select useful spells — yup, old Norm has magic leaping from his paws — and use objects.

At busy times, when you are being attacked for example the icon system gets a bit frustrating and difficult to manipulate.

Traps are everywhere. Pressure pads, magical self-building walls, pot-holes, dungeons and so on.

Very mappable, extremely playable and very addictive, *Greyfell* is quite simply the cat's whiskers.

Arcade adventurers shouldn't fail to add this debut game from Starlight to their collection.

GRAPHICS	8
SOUND	7
VALUE	9
PLAYABILITY	9

C+VG HIT!

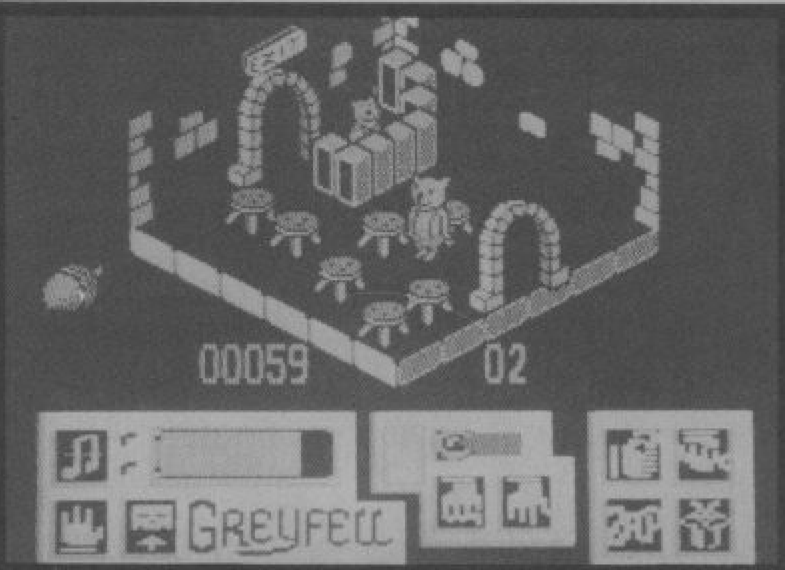
SHOCKWAY RIDER

- MACHINES: SPECTRUM/ AMSTRAD/C64
- SUPPLIER: F.T.L.
- PRICE: £8.95 AMSTRAD/C64 £7.95 SPECTRUM (£13.95 ALL DISCS)
- VERSION TESTED: SPECTRUM
- REVIEWER: TIM

If this is what the future holds for pedestrians then I'm rushing out to buy an armoured car! F.T.L., alias Gargoyle Games, has come up with yet another original and amusing offering.

Shockway Rider is set in a futuristic city where people get around on moving walkways. These walkways are dangerous places. There are muggers, street gangs, barriers and bouncing police balls!?

The objective is to guide the Shockway Rider, a rockabilly, punk type character, through eight different districts of the city. To complete a district the rider has to travel full circle on one of the hazard packed moving pavements. NOT an easy task.



The Rider is armed with bricks — which have to be replenished from time to time from "ammo-dumps". He can use these to beat off the street gangs and lob a few at innocent passers-by if you are so inclined.

But the key to the game is the speed at which you can switch "lanes" on the shockway. It's fatal to stay still for too long.

There's always someone — or something — waiting to knock your block off. Literally.

Hit a barrier or tangle with a tough-guy and you could just lose your head — which trundles along on the walkway minus the rest of our hero.

The sprites are big and well animated with lots of funny graphic gimmicks to keep your interest alive and kicking. Which is a whole lot easier than keeping your Rider alive and kicking, punching, brick-chucking . . .

Shockway isn't an easy game by any means. But it is challenging and a whole lot of fun to play. Don't expect to find it easy to start with — but persevere. It's well worth it.

It's nice to see in these days of arcade copies, shoot-'em-up clones by the score that someone can come up with a well thought out, original and playable game. It just oozes quality. Watch out for the jokes on the billboards and get your maps in to Ideas Central pronto! Otherwise I'll never be able to walk alone again!

Gory in places, *Shockway Rider* could just be the computer game equivalent of a 2000AD comic strip. But it also has the humour of those strips which makes it even more playable. Check it out today.

GRAPHICS	9
SOUND	9
VALUE	7
PLAYABILITY	9

C+VG HIT!


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Mutants

- MACHINE: C64
- SUPPLIER: OCEAN
- PRICE: £8.95 (TAPE) £12.95 (DISC)
- REVIEWER: TIM

Now here's a funny thing. Denton Designs strike back with a strange and possibly innovative game. It's a shoot 'em up with icons — and odd combination to say the least.

The game is set in the distant future, when man has colonised the remote star systems and matter can be manipulated with ease. Unfortunately man's political and moral development has remained stagnant since the second millenium and inter-stellar war has raged for the last 600 years.

You are a member of a thinly spread group of freedom fighters who are opposed to the weapons researched carried out by the Survivor Zero Corporation; have discovered that the weapons used by all sides in the war are supplied by the Corporation, and that they are currently experimenting with a new generation of weapons called Macro-Genetic Mutiods.

MGM's are the first large scale biological weapons capable of mutating into ever more virulent and robust species, hence the name Mutants — you must eliminate this deadly system.

You control the Rainbow Warrior, a single man patrol ship. Your task is to enter the 15 deep-space test zones of the Survivor Zero Corporation and find the components of a self destruct mechanism.

Each test zone contains a different strain of mutants. You have four lives and no time limits to complete your task.

Each zone requires different techniques to master and some are more difficult than others.

But you always begin at, and return to, the mothership menu. This is on the left of the screen and contains six icons. The top two icons select music or sound effects. The top arrow points to which mode is currently selected. The next three icons are the weapons available. The bottom white arrow points to the weapon currently selected.

Missiles are high-yield explosive devices that have an effect over a large area, but can only be fired one at a time.

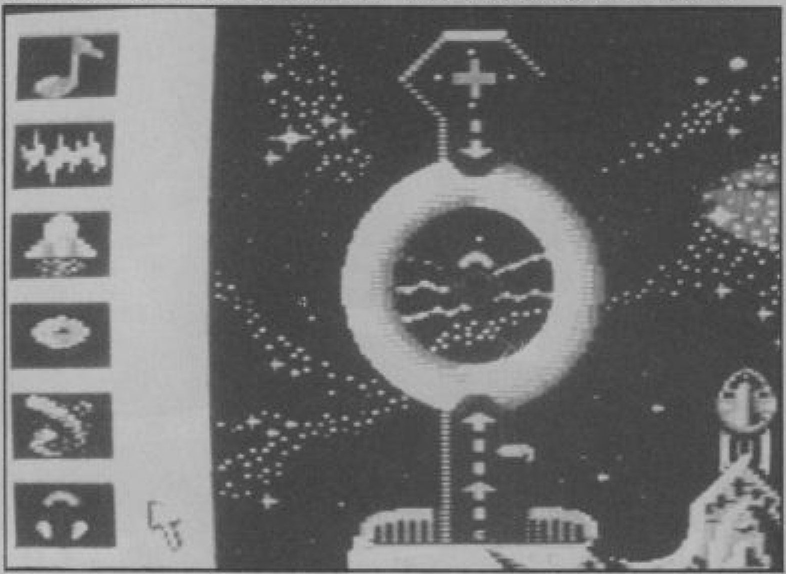
Barriers are degradable defensive weapons that can be used to erect a temporary shield against the mutants. They have no effect on the ship. The supply of these devices is limited, so after ejecting the full load of ships weapon system automatically switches to photon torpedos.

Photon torpedos are rapid fire low yield optical weapons.

The last icon is a picture of the ship and selecting this icon switches to the Zone Map, four by four grid representing the 16 zones of the research establishment. The top left zone is the control zone, the others are the test zones.

Mutants won't appeal to everyone — but I must admit I found myself quite taken with it, thanks to the weird things going on in the zones.

However I wouldn't rush out and buy it just for that — and I reckon the lastability factor could be a bit limited. *Mutants* is different and difficult to classify but if you are a fan of Denton games, and this is pretty typical of their style, combining strategy and quick thinking, it's well worth having a look at in your local computer store.



▲ *Mutants is a combination of icon and shoot 'em up.*



▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	7
▶ PLAYABILITY	7

STAR RAIDERS II

- MACHINES: ATARI (DISC ONLY), SPECTRUM, AMSTRAD, CBM64
- SUPPLIER: ATARI CORPORATION (ATARI VERSION), ELECTRIC DREAMS
- PRICE: £14.95 DISC (ATARI, CBM64, AMSTRAD) £9.95 CASSETTE
- VERSION TESTED: ATARI
- REVIEWER: BRIAN

In the early years of the home computer, the Atari was a favoured machine, but was over priced. Some of the games that have been released are considered to be classics — *Miner 2049'er* and *Star Raiders* are two examples. *Star Raiders II* is destined to follow them into the book of Atari classics. *Star Raiders* was released in 1979 only on the Ataris, now eight years later we have the follow up, which will be making an appearance on the big three machines from Electric Dreams, around the middle of March.

Star Raiders II on the Atari turns out to be an upgraded game that was never released from three years ago. That game was called *The Last Starfighter*, but due to the copyright laws has not been released until now. The main differences are a new title screen and the controls of the Liberty Star (your ship) have been made more responsive.

The Zylon fleet has been laying dormant building up their weapons and defences since their defeat and are on the offence once more, threatening the star system of Celos IV with total destruction once again. You are the only person that stands in their way. You mission is to defend all the cities in the Celos IV star system. The cities are spread over three major planets and one moon in orbit around the planet Teris, the number of cities you have to protect varies each time you play the game.

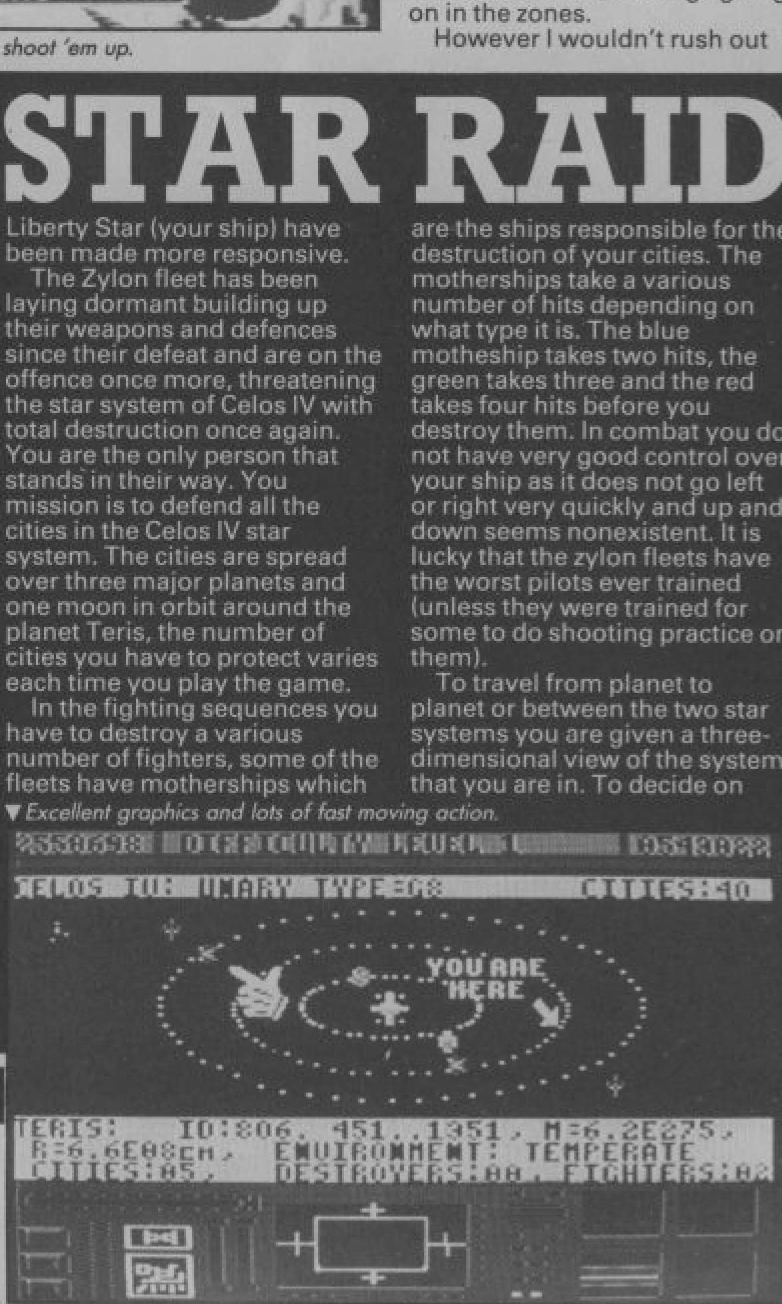
In the fighting sequences you have to destroy a various number of fighters, some of the fleets have motherships which are the ships responsible for the destruction of your cities. The motherships take a various number of hits depending on what type it is. The blue motheship takes two hits, the green takes three and the red takes four hits before you destroy them. In combat you do not have very good control over your ship as it does not go left or right very quickly and up and down seems nonexistent. It is lucky that the zylon fleets have the worst pilots ever trained (unless they were trained for some to do shooting practice on them).

To travel from planet to planet or between the two star systems you are given a three-dimensional view of the system that you are in. To decide on your next destination a line appears from where you are and all you have to do is place it on your destination and press fire, your ship is then plunged into hyperspace and the arrival is almost instant. On the versions from Electric Dreams this part of the game will almost certainly be changed.

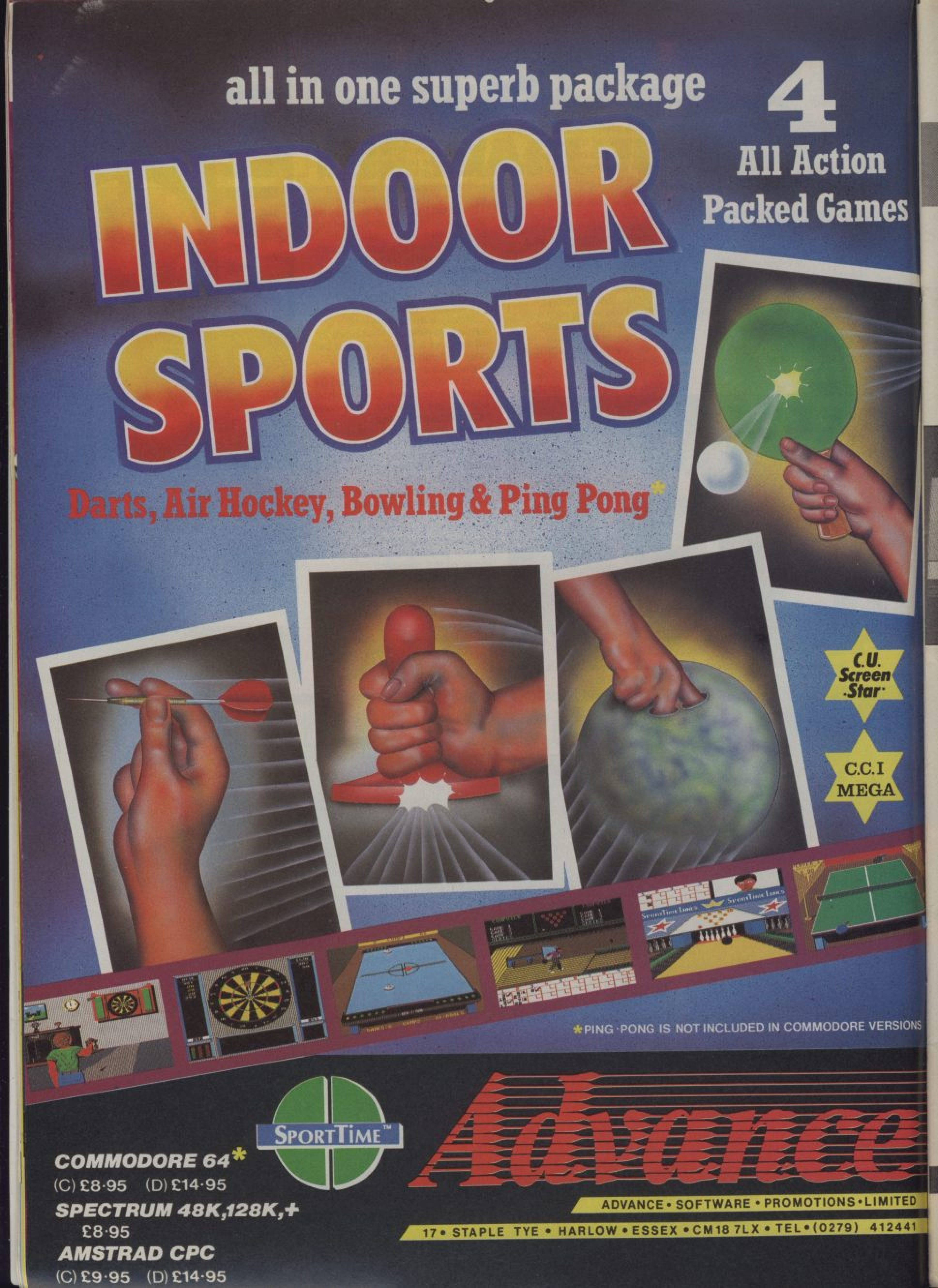
The graphics maybe a bit blocky but have been used to the very best, the way a fighter is winged and spins off into a big explosion is showing the Atari graphics at their very best. Sound effects are also used to the very best with quite a good title screen tune. The Atari version is worthy of being the April game of the month.

If you have got an Atari then rush out and get the game now, if you have only got a cassette based machine then buy a disc drive as well it is certainly worth it, with software like this appearing on the Atari scene.

▼ *Excellent graphics and lots of fast moving action.*



▶ GRAPHICS	9
▶ SOUND	9
▶ VALUE	10
▶ PLAYABILITY	8



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WEST BANK

C+VG REVIEWS 5

- ► MACHINES: CBM 64/ SPECTRUM
- ► SUPPLIER: GREMLIN GRAPHICS
- ► PRICE: £4.99
- ► VERSIONS TESTED: CBM 64/ SPECTRUM
- ► REVIEWER: PAUL

Why are you reading this when you could be playing *West Bank*?

Here in South Dakota men are men, women are women and reviewers are reviewers. A man lives by the gun and if you don't watch your lip you're gonna eat lead and bite the dust.

Gold fever is in the air and there's a mean bunch of peskey varmints out to get their thieving hands on your gold.

West Bank has 12 doors. You must get the money deposits from each of these doors. Three doors appear on the screen at any one time.

The doors open in random order. A figure appears. You must make a snap decision: Is that person a baddie or innocent? You have to control your itchy finger. Shooting the innocent does you no good whatsoever. If a baddie appears in the door don't shoot too soon. Wait for him to draw before opening fire.

Get the money from the first three doors and you can then move onto the next three, all the way up to 12. Survive and you move onto the next stage.

Between each stage you have to fight a duel with three paid assassins. Again wait until they draw before firing.

It's pretty nerve-wracking to find yourself facing three killers, waiting to see which one will shoot first. Even if an innocent person appears in the door don't let you guard down. Baddies have been known to push them suddenly aside and blast you.

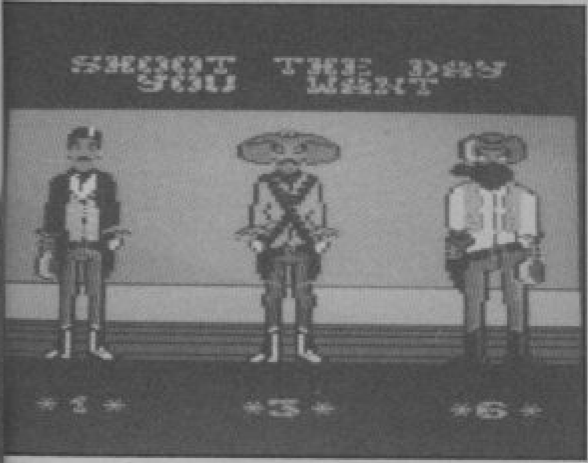
The people you'll meet are Green Jordan, a good-guy farmer; Jack Vicious, a swindler; Daisy, the beautiful daughter of the city jeweller; Alfred and Joe Dalton, both meanies; Bowie, a dwarf, whose hats make ideal target practice — except that one may contain a bomb; Mackeyham, another villain; Julius, he may shoot or give you gold. There is a final mystery character.

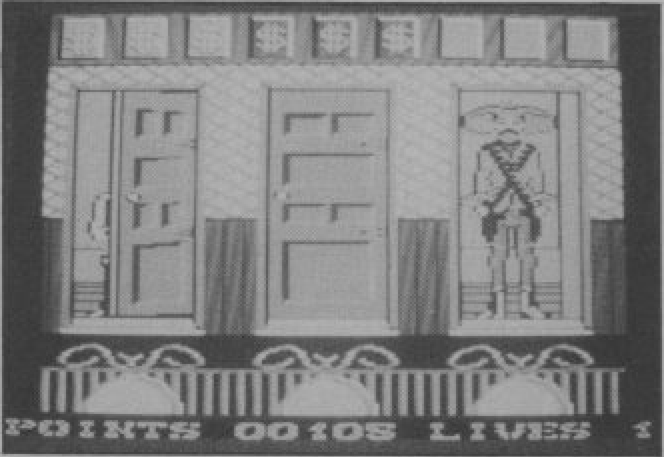
The graphics in *West Bank* are highly detailed and realistic. There's real tension in the air as you wait for the door to swing open.

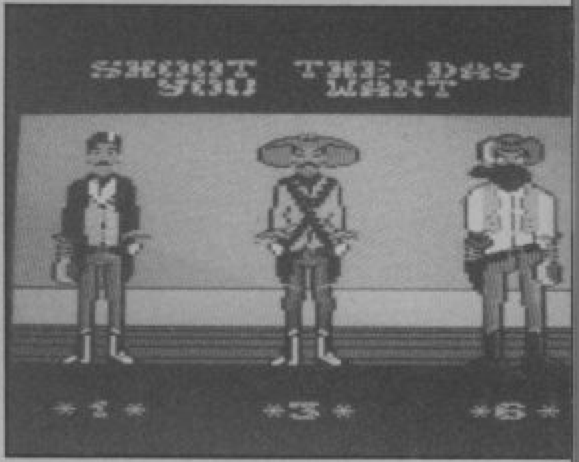
Excellent fun and excellent value. Buy it and you won't be disappointed.

	CBM 64	Spectrum
► GRAPHICS	8	7
► SOUND	8	7
► VALUE	9	9
► PLAYABILITY	10	10

C+VG HIT!







MGT

- ► MACHINE: AMSTRAD 464 664 6128
- ► SUPPLIER: LORICIELS /ACTIVISION
- ► PRICE: £9.99
- ► VERSION TESTED: AMSTRAD DISK
- ► REVIEWER: DAVID

As you step into the *MGT* prototype you are painfully aware that the Magnettle, as it is affectionately known to the Corporation, has not been tested in a full assignment. Nevertheless the Crystal Palace is all frozen due to the untimely shutdown of the support system and you've been given the honour of finding out what's gone wrong and returning things to normal.

And so, as the Corps motto "Finish the job or we'll break your neck", is still ringing in your ears, you set off on your most dangerous mission to date, deep inside the Palace.

The Crystal Palace is a mazelike structure full of ice walkways and doors, some of which are guarded by lasers which can be disabled by finding a key with the same symbol as that above the door in question. Lift pads lie scattered about the palace and can be used to propel Magnettle to sufficient height to allow access to raised entrance points.

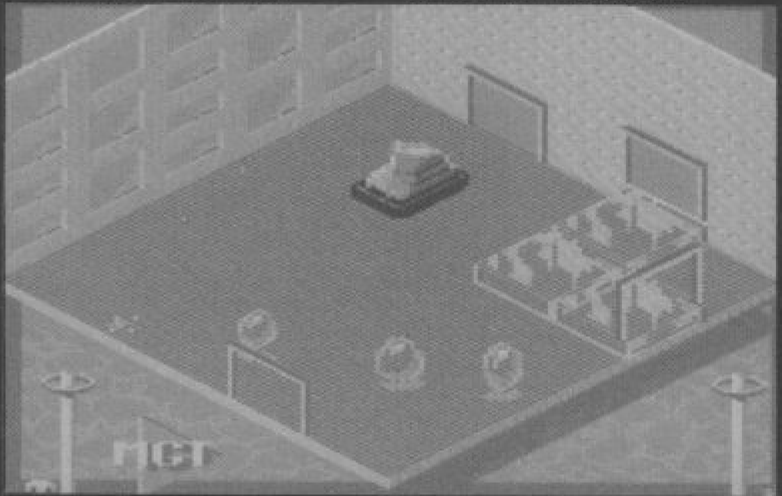
Yet other rooms are guarded by vertical pillars of pure energy that drift back and forth like a pyrotechnic watchdog.

Elsewhere droids and many other sundry hazards lie in wait for the careless player. Iceblocks that slowly rise into the air when shot at and then, just when you're underneath they come crashing down splintering you into a thousand pieces. Floors that seem harmless enough until you try landing on them — the last landing you'll ever do! There's even an invisible maze in one room.

Keys can be obtained by shooting at them with Magnettle's laser. They will then disappear off the wall and are absorbed for later use. Control is with joystick or keyboard and may take a few minutes to get used to as moving the stick in a certain direction will make the *MGT* face that way but will also make it move in that direction if you keep holding. The fire button, too, has a dual purpose as it is used to fire the laser and to raise the Magnettle when resting on a lift pad.

The action is viewed from an isometric angle and the graphics are very well designed bringing a frosty metallic look to the proceedings very much in keeping with the game scenario. The main Magnettle sprite is large and well animated as it turns to face each new direction. Particularly realistic is its movement which continues in one direction even while you're now trying to move in another. The net effect is one of driving on ice as you skid around the place trying not to slip off walkways or into danger.

MGT is yet another very playable, well designed, and graphically pleasing isometric arcade adventure from the Loriciel stable that is gaining a growing reputation for turning out quality games, especialy for the Amstrad.



► GRAPHICS	9
► SOUND	7
► VALUE	9
► PLAYABILITY	9

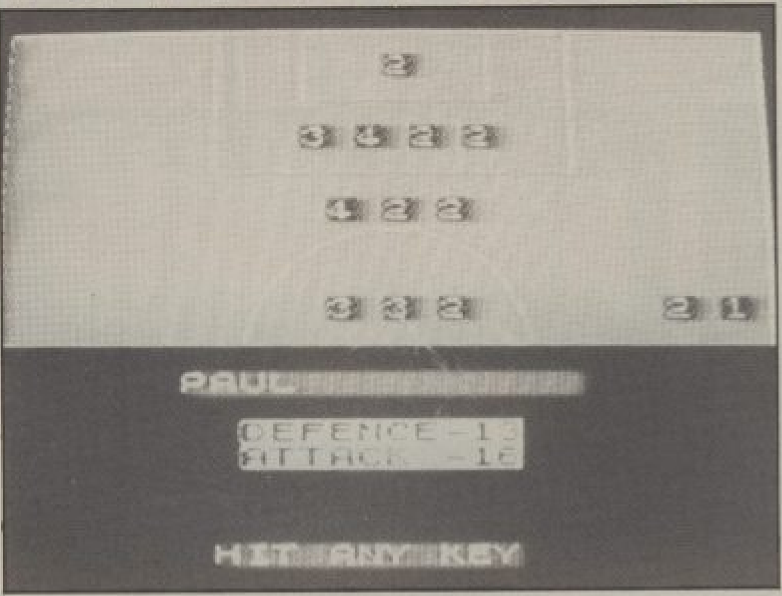
C+VG HIT!

C+VG REVIEWS 6



Brian Clough's FOOTBALL FORTUNES

- MACHINES: CBM 64/AMSTRAD/SPECTRUM
- SUPPLIER: CDS SOFTWARE
- PRICE: £14.95 cass/£17.95 disk
- VERSION TESTED: C64/128 DISK
- REVIEWER: SIMON INGLIS



Given the frequency with which sporting heroes put their names to bum computer packages I quaked at the thought that the venerable Cloughie might have slipped up on this one. But no fears at all. "Young Brian did very well," as he might say to his smug self.

Football Fortunes is a combined board and computer text game, and although the board, its money and counters are a bit cheap the combination works well for between two to five players.

Each player takes on a team for a nine game season, plus the FA Cup. The following season you can also enter for European competitions (remember them?). This will take a couple of hours but time doesn't drag.

To start, the computer gives you a random team which you lay out using a selection of cards depicting 13 players with values from 1-5. Interestingly Cloughie has allowed his highly rated defender Chris Fairclough to merit ony 1, while current aces Clive Allen and Tony Cottee only get ratings of two each.

But that is nit-picking. Each player has a turn on the board before the week's fixtures are played. On the board you can win or lose money, buy players or be sent to the computer where random events can either break your best striker's cheekbone or give you a top ranking player for free. The computer throws the dice and picks your card, so all you have to watch is your team selection and your money.

Scores come up on a teleprinter — no dull graphics to sit through — and you share the gate receipts.

At level one, success is almost impossible to avoid, so be bold and start at level four.

You are judged not only on league points but overall performance, including your bank balance.

If I was being really critical I'd say there's a bit too much money floating around the game with too few regular outlays. You only have to pay wages, for example, if you land on a certain square, and not even Brian could get away with that in real life.

Also, to avoid miscalculations or typing in the wrong combined value for your team in an otherwise rowdy atmosphere, the appointed computer operator needs to be strict and sober. Brian would expect no less.

Otherwise this is a winning idea — quick to play and simple to understand. Just like the real game, eh Brian?

"Now look here young man . . ."

GRAPHICS	8
SOUND	N/A
VALUE	9
PLAYABILITY	9

THE DOUBLE

- SUPPLIER: SCANATRON
- PRICE: £9.95 CASS
- VERSIONS TESTED: C64
- REVIEWER: SIMON INGLIS

The Double is packed with more genuine detail than any other football managerial game yet produced.

But what happened? Before I'd even picked my team, *The Double* went and scored a horrendous own goal. On the list of teams were Watford Town and Bury Town. Who? Still, the other 64 names were right.

Undaunted, I spent ten fascinating minutes going through menus and sub-menus; listing 66 clubs with players and their wages (as of 1985 and reasonably accurate), plus ground capacities and average gates.

Managers have to guess their next home gate in order to book the requisite number of boys in blue. They can pay for ground improvements, order scouting missions and even sack a few staff along the way. Interesting stuff. Has *Football Manager* a serious challenger at last?

No way chaps. At this point *The Double* goes into irreversible slo-mo. Team selection is by cursor, which irritatingly returns to the top of the screen after each decision, and since none of the players have varying levels of skill it's partly pointless. To make it more laborious you have to count eleven players because the graphics don't tell you when you've reached the full side.

Never mind, the game's the thing.

Oh no it isn't. Fifteen minutes of primitive, stilted and stupifying dull graphics were enought to make even a day with po-faced Howard Kendall seem fun. And that indeed is the honour you'll win if you ever stay awake long enough to manage *The Double*.

Even skipping the match itself you still must endure 65 other meaningless team selections (one minute) plus 32 other results with scorers (seven minutes). On one occasion when in a fit of exasperation I said NO to seeing all the attendances they still came up (another four minutes).

Kevin Toms need have no worries. *The Double* is too ambitious on details and too tedious on everything else, which is possibly why they claim that being a manager takes 24 hours a day, seven days a week. It certainly seemed like it with this game.

GRAPHICS	6
SOUND	N/A
VALUE	6
PLAYABILITY	6

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7

ALIENS

- MACHINE: COMMODORE 64 (DISK ONLY)
- SUPPLIER: ACTIVISION
- PRICE: £14.95
- VERSION TESTED: C64 DISK
- REVIEWER: DAVID

Activision, are one of the few companies that have really made good off the backs of a film license, namely *Ghostbusters*. Versions of which amazingly still continue to sell throughout the world. For *Aliens* the Activision overlords in sunny California decided that different games were needed to exploit the license either side of the Atlantic.

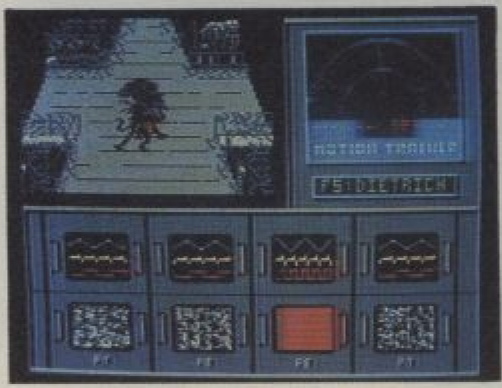
So how does *Aliens* US-style compare with Activision's excellent and atmospheric domestic release? Whereas the European game is an arcade adventure, the American one is much more arcade orientated, although it contains some arc/adv sections.

The first, and most obvious, difference is that *Aliens* US is a multi-load, disk only product which reflects the market which is primarily aimed — most Yanks collapse into fits of apoplexy at the very suggestion of loading a game from a cassette!

The game is divided into an introduction, and six different games, each of which can be entered immediately by entering a codeword given when the previous section has been successfully completed. You can, though, get a taste of the other games by using the cheat mode but no final rating will be given if you succumb to this! While the game loads the credits appear on the screen in suitably movie-like fashion accompanied by the theme music from the film. Those people who did not see Alien are then given a brief resumé of where the film ended and the sequel began. Then, after passing the weapon identification test, the first game, 'Drop-Ship manoeuvres,' is loaded.

In the first game, you must guide your ship through an increasingly twisted corridor of hoops until Drop is achieved. A 'Profile Compliance Indicator' will tell you when you are getting off course. If the PCI goes into the red, the Drop is aborted and you must try again. For a first game in a series of six, this was perhaps rather too difficult.

In game two, four of the marines in your landing party are trapped in sub-level three of the Atmosphere Processor (AP), and you've got to get them back to the relative safety of the Armoured Personnel Carrier (APC) — like now! Each marine can be moved around the AP which is seen in side view location by location. Each location has between two and four exits depending on



▲ *Marine caught!*



▲ *The Operations Room*



▲ *The power loader*

DELTA

- MACHINE: CBM
- SUPPLIER: THALAMUS
- PRICE: £9.99 CASSETTE/£14.99 DISK
- REVIEWER: PAUL

Forget the plot with its unpronouncable names. Who cares what Hsiffies are? Gimme some action!

And with *Delta* you get action with a capital A.

In the charts it will be *Nemesis* and *Delta* battling it out for the top spot. Which one will win? Hard to say but *Nemesis* has the advantage of being an arcade conversion.

Delta is from the mind of Stavros Fasoulas, the brain behind *Sanxion*. The man certainly knows his shoot-em-ups.

You control the Damocles against the never-ending alien menace. The more points you score, the more you are able to enhance your ship's weapons.

New weapons and accessories are represented by icons strung out across the screen every so often. The ones available to you — and this depends on your credits — are lit up in blue. Icons out of your range remain grey. Touch these and it's boom. To collect the available weapons you just fly across the icon.

Such is the speed with which you encounter these icons, strung out in your path, that my reactions were frequently not quick enough to get through.

The icons are:

Extra speed: Defending your planet needs speed. But be careful not to overdose on speed. The ships engines will soon overload and will go slower than ever.

More bullets: The basic firepower is fine enough for dealing with the front line attack force but you should be better equipped when entering the later levels. Two credits.

Multiple fire: Aliens will attack from all sides. Guard yourself with super multiple fire. Ideal for dealing with the spinning wheel of death. Three credits.

Fish Weapon: For four credits you get extra pulse lasers.

Protector: This ball of razor sharp spinning shrapnel and glass chops, mashes, winds and grinds. Five credits.

This is my favourite weapon. It reminds me of a knight's mace spinning in a circle of devastating destruction.

Warper: This gadget does things to spacetime. Once attached to your craft all time slows down. This makes it easy to avoid and shoot aliens. Six credits.

Supa Shield: Seven credits spent well could make you almost unbeatable. Well, perhaps.

As you advance further into the games the aliens become more amazing to look at. And they become deadlier, of course.

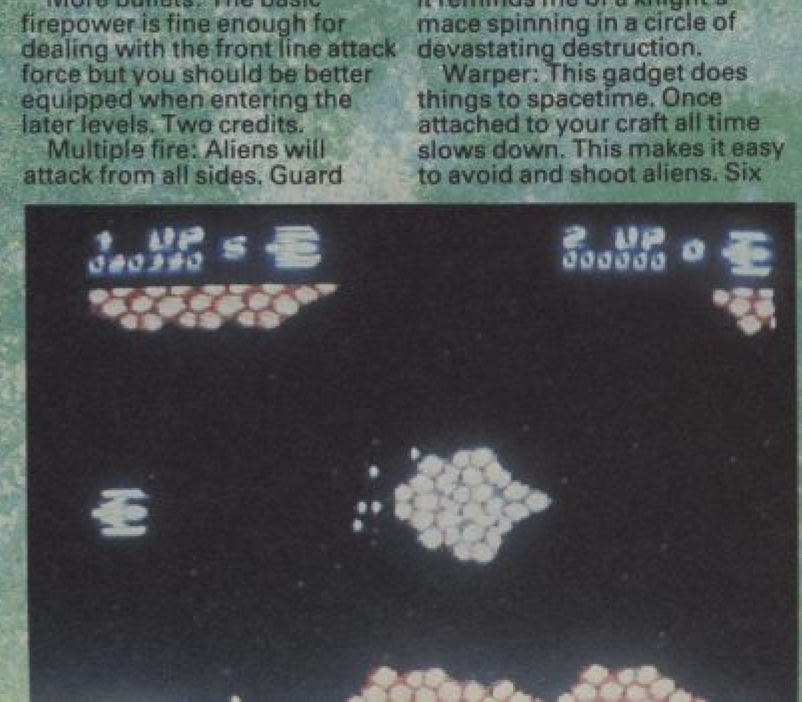
But there is a tremendous sense of power as with your Damocles, fully equipped and fully powered up, rampages on blasting and destroying everything in its path.

The music is by Rob Hubbard, king of the computer keyboard. The brilliant thing is that you can actually play about with the music as the game loads in. Never again will you be bored while a game loads.

Original *Delta* isn't, fun it definitely is. Buy it and you and your Commodore will have a good time.

What next we wonder from Stavros Fasoulas, Finland's top games programmer.

Whatever it is he'd better hurry up. I've got an itchy trigger finger just dying to get some more action.



► GRAPHICS	9
► SOUND	10
► VALUE	8
► PLAYABILITY	10

C+VG HIT!

whether it's a corridor or bend, a T junction or a cross-roads. When aliens are near, the upper portion of the screen becomes agitated and you know to expect trouble any second. When the aliens get into the same location as you, there is no escape until you have polished them all off — a rewarding, if messy, task.

Although part two is similar, in many ways, to the European game, the remaining four are substantially different, although not necessarily original in their own right. Part three, 'The Operations Room Rampage', finds our heroes cornered in the OR with one last hope of escape, if you can hold off hoards of marauding aliens long enough for the others to cut a hole in a two ton steel door. The aliens drop through the ceiling and rush at your from left to right across the screen. By moving your sprite up and down the right hand edge of the screen you can liquidate the litttle darlings before they can slip past you and grab one of your pals.

Once a hole has been blasted in the operations room door, it's on to the 'Air Duct Scramble' which can best be described as a double-decker *Pacman* derivative in which you must find your way from the Operations Room to the Drop-Ship landing field. This plan view maze game differs from *Pacman* insofar as some tracks pass over or under other ones giving the game a maze-like quality. This means that you may be right next to the exit but on the wrong track, and thus unable to reach it without going way back towards the Operations Room.

Safely back in the Drop-Ship landing field, and with only 17 minutes before the whole planet becomes nuclear history, it becomes apparent that there is one human survivor left on the planet. Sensors are picking up the life readings of a little girl, called Newt, who is somewhere in the Atmosphere Processor. The penultimate game involves the location and rescue of Newt by Ripley, leader of the landing party. The screen display is similar to the other game set in the AP, but this time you only control one character so all the other bio-displays etc are replaced by ammo, flare, and time readings. Flares can be dropped at key locations to mark your course, while the ammo display tells you how many of your original 99 shots remain.

In this final encounter, you don the power-loader, a robotic exoskeleton that works a little like a forklift with two enormous mechanical claws. These claws can be manipulated in all directions using the joystick. Each time you hit the queen with the claws the green scroll bar at the bottom of the screen indicated how much damage you have inflicted. When the bar is fully green, you will be able to pick up the dead queen and dump her in the airlock. If, however, she succeeds in getting to the bottom of the screen before this time, it's curtains and all your efforts will have been in vain.

Although no one of the six games in Aliens US is as involved or challenging as the single game in the European version, as a collection on one disk there is sufficient variation, challenge, and gameplay to keep most gamers happy and frustrated for many a long night.

		C+VG HIT! 8
▶ GRAPHICS	9	
▶ SOUND	9	
▶ VALUE	8	
▶ PLAYABILITY	8	



▲ *The beginning of the adventure*



▲ *The Alien Queen*



▲ *Weapon indentification*

LEVIATHAN

- ▶ MACHINE: COMMODORE 64
- ▶ SUPPLIER: ENGLISH SOFTWARE
- ▶ PRICE: £9.95
- ▶ REVIEWER: PAUL

Leviathan. What can I say about it? Is the game original in its concept? No, not really. It's pure arcade shoot-'em-up, very slick and very colourful.

Is it good? Very. In fact, it's probably English Software's best game to date. No,I'll revise that opinion. It is the best English Software game I've seen.

The mission is simple: seek and destroy enemy ships across three planet zones — Moonscape, Cityscape and Greekscape. Your ship has limited fuels and is up against the clock. Extra fuel can be collected by landing near fuel pods or blasting pods in the space sectors.

If you bought last month's C+VG you'll already know the what you're up against from the maps of first two levels. They show you the terrain but not the dangers. These include cannons, flack, lightning bolts and, of course, and a whole host of flying aliens.

The game feels a little bit like *Super Zaxxon*, with diagonal scrolling. The Levithan ship can fly either way but going from left to right, I found, enables you to gain a little more time when the aliens attack. It is also useful to consult the central monitor on the screen at the start of each game. This gives you a hint of what you're up against.

The Leviathan ship is equipped with unlimited missiles and three smart bombs.

The graphics are excellent. Quite what the relevance of the Greekscape is I don't know, but it's very nice to look at.

Interestingly enough, the idea for *Leviathan* was inspired by the video for *ZZ Top's* Rough Boy. Remember how their groovy car turned into an equally groovy space ship? Well that, apparently, inspired the *Leviathan* ship.

The ship really is a nippy little beast. It can twist and turn, flip and flop with the greatest of ease.

Some of the obstacles I found infuriatingly difficult to overcome. The great thing is that if you come across some really mean and nasty looking bit of the game you can turn round and fly back the way you came, hopefully travelling full circle and sneaking up behind the tricky bit.

The enemy ships come in all shapes, sizes and varying degrees of nastiness. To successfully complete the zone you must destroy all the enemy.

Leviathan ranks high in the first division of space shoot-'em-ups.

		C+VG HIT!
▶ GRAPHICS	9	
▶ SOUND	8	
▶ VALUE	9	
▶ PLAYABILITY	10	





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TARZAN	6.62	7.36	9.58	7.36	11.06
TSAM 3	7.36	7.36	11.06	7.36	11.06
MIAMI VICE	5.88	6.62	9.58	6.62	
SAO-LIN ROAD	5.88				
VIETNAM		7.36	11.06		
HIGHLANDER	5.88	6.62		6.62	
FIRELORD	6.62	6.62	9.58	6.62	11.06
TRAILBLAZER	5.88	7.36		7.36	
BAZOOKA BILL		7.36	11.06		
WORLD GAMES		7.36	11.06		
Y/A KUNG FU 2	5.88	6.62			
MAILSTROM	5.88				
HEAD COACH	6.62	6.62			
GHOST & GOBS	5.88	7.36		7.36	
PUB GAMES	7.36	7.36	8.84		
GREEN BERET	5.88	6.62		6.62	
STREET HAWK	5.88				
NIGHT RIDER	5.88	6.62			
S/F HARRIER	7.36	7.36	11.06	7.36	11.06
GREAT ESCAPE	5.88				
KUNG FU MASTRS	5.88	7.36	11.06	7.36	
DANDARE	7.36	7.36			
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ACRO JET		7.36	11.09		
DRAGONS LAIR	5.88	7.36	10.32		
SIGMA 7	7.36	7.36		7.36	
NUCLEAR EMBRGO		7.36	9.58		
B/T/I/L CHINA	7.39	7.39	11.09	7.39	11.09
DEFCOM	6.62	6.62		6.62	
SHOCKWAY RIDE	5.88	6.62		6.62	
HYPABALL	7.36	7.36	11.06		
EREBUS		6.62			
DARK SCEPTRE	7.36				
P/S/H MARADONA	5.14	5.14		5.14	
HOWARD T DUCK	7.39	7.39	11.09	7.39	11.09
DONKEY KONG	5.88	6.62		6.62	

	SPEC	C64	C64D	AMST	AMSTD
ROGUE TROOPER	7.36	7.36		7.36	
LEGEND OF KAGE	5.88	6.62		6.62	
CITY SLICKER	6.62			6.62	11.06
JUDGE DREDD	6.62	7.36			
PRESIDENT	6.62			7.36	
LAST NINJA	7.36	7.36	11.06	7.36	11.06
ICE TEMPLE	5.88				
MAG MAX	5.88	6.62		6.62	
DODGY GEEZER	5.88	6.62		6.62	
ALIENS	5.91	7.39	11.09	7.39	11.09
TOP GUN	5.88	6.62		6.62	
TERRA CRESTA	5.88	6.62		6.62	
SUPER SOCCER	5.88			6.62	11.06
MARB MADNESS	6.62			6.62	
DOUBLE TAKE	5.88	6.62	9.58		
TRANSFORMERS		7.39			
5 STAR GAMES	7.36	7.36	11.06	7.36	11.06
AMERICAS CUP	7.39	7.39	11.09	7.39	11.09
T T RACER	7.36			7.36	
PARADROID/URIDIUM COMPENDIUM		6.62	9.58		
SILENT SERVICE	7.36	7.36	11.06	7.36	11.06
IKARI WARRIOR	5.88	7.36	11.06	6.62	11.06
AIRWOLF 2	5.88	7.36	11.06	6.62	11.06
SPACE HARRIER	5.88	7.36	11.06	6.62	11.06
DOUBLE TAKE	5.88	6.62			
JAIL BREAK	5.88	6.62	11.06	6.62	11.06
KNOCKOUT	5.88	6.62		6.62	
DANDY	5.91	7.39	11.09	7.39	11.09
BOMB JACK 2	5.88	7.36	11.06	6.62	11.06
SCOOBY DOO	5.88	7.36	11.06	6.62	11.06
THANATOS	6.62	6.62		6.62	
AVENGER	7.36	7.36	11.06	7.36	11.06
LABYRINTH		7.39	11.09		
EASTENDERS	7.36				
DEEP STRIKE	7.36	7.36		7.36	
THE SENTINAL		7.36	11.06		
INFODROID	7.36	7.36		7.36	
ACE OF ACES	6.65	7.39	11.09	7.39	11.09
SCALEXTRIC	7.36	7.36		7.36	
ACADEMY	6.62				
SKATE ROCK		6.62	9.58		
CYBORG		6.62	11.06		
SUPER HUEY 2		7.39	11.09		
ARCADE KINGS	5.88	6.62		6.62	
DRUID	5.88	5.88	8.84		
INFILTRATOR	7.36	7.36	11.06		
GALAVAN	5.88	6.62	9.58	6.62	
A.C.E.	7.36	7.36	9.58	7.36	11.06
SPY V SPY AA		7.36	11.06		
C WRESTLING		7.39	11.09		

	SPEC	C64	C64D	AMST	AMSTD
COLOUR MAGIC	7.36	7.36		7.36	
MASTERS UNIV	6.65	7.39	11.09	7.39	11.09
F/BALLER YEAR	5.88	7.36		7.36	
D/LAIR PT 2	5.88	7.36	10.32	6.62	11.06
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B/DOG TOPDOG		5.88	9.58		
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43 1 YR AFTER		7.36	11.06		
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HACKER 2		7.39			
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THAI BOXING		5.88	8.10		
KNIGHT GAMES		6.62	11.06	6.62	11.06
SUPER CYCLE	5.88	7.36	11.06		
FIST 2		7.36	11.06		
SANXION		7.36	11.06		
HOT WHEELS		7.36	11.06		
LEADER BOARD	6.62	7.36	11.06	7.36	11.06
SOLO FLIGHT 2		7.36	11.06		
ALLEY CAT		6.62	9.58		
TRAPDOOR	5.88	5.88		5.88	
DYNAMITE DAN 2	5.88				
NOWGAMES 3	7.36	7.36		7.36	
SILENT SERVICE		7.36	11.06		
MERCENARY COMP		7.36	11.06		
WINTER GAMES		7.36	11.06		
TOMAHAWK	7.36	7.36	11.06		
FIGHT NIGHT		7.36	11.06		
REPTON THREE		7.36	8.84	7.36	11.06
LEVIATHAN		7.36	11.06		
KRAKOUT	5.91	7.36	11.06	7.36	11.06
MUTANTS		6.62			
FIRETRACK		7.39	11.09		
NEMESIS	5.88	6.62	11.06	6.62	11.06
TAGTEAM KARATEKID		7.39	11.09		
PORTAL			14.79		
B.CLOUGHS F/BALL		11.06	13.28		
GUNSHIP		11.06	14.76		
EXPRESS RAIDER		7.39	11.09	7.39	11.09
DELTA		7.39	11.09		
DEEPER DUNGEON	3.69	3.69	5.17	3.69	5.17
EXEC ED L/BOARD		7.39	11.09		
SAILING	5.91	7.39	11.09	7.39	11.09
GRANGE HILL	7.36	7.36		7.36	
STAR GAMES	7.39	7.39	11.09	7.39	11.09
IMPOSSABALL	6.62			6.62	11.06
INFODROID				7.36	

	SPEC	C64	C64D	AMST	AMSTD
ARKANOID	5.88	6.62		6.62	
ACROJET				7.36	11.06
500cc GRAND PRIX				7.39	
10th FRAME	6.65	7.39		7.39	
RANARAMA	5.88	6.62	9.58	6.62	11.06

	BBC	ELEC	MSX	ATARI	& ST
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EASTENDERS		7.36		7.36	
SUPER HUEY 2				7.75	19.99
ARCADE KINGS	6.62	6.62			
SPY V SPY AA				7.75	
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HITS 10 3	7.36	7.36	7.36		
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9

DOUBLE TAKE

- MACHINES: SPECTRUM 48/128K/CBM 64
- SUPPLIER: OCEAN
- PRICE: £7.95 (SPECTRUM)/ £8.95 (CBM64)
- VERSION TESTED: SPECTRUM
- REVIEWER: BRIAN

Two worlds — the mirror image of each other, touched in space through a time-warp.

One is positive, good, familiar — our world. The other is negative, evil — yet unnervingly familiar.

Their interface is a time window through which objects and being can pass; contact has resulted in the beginning of exchange.

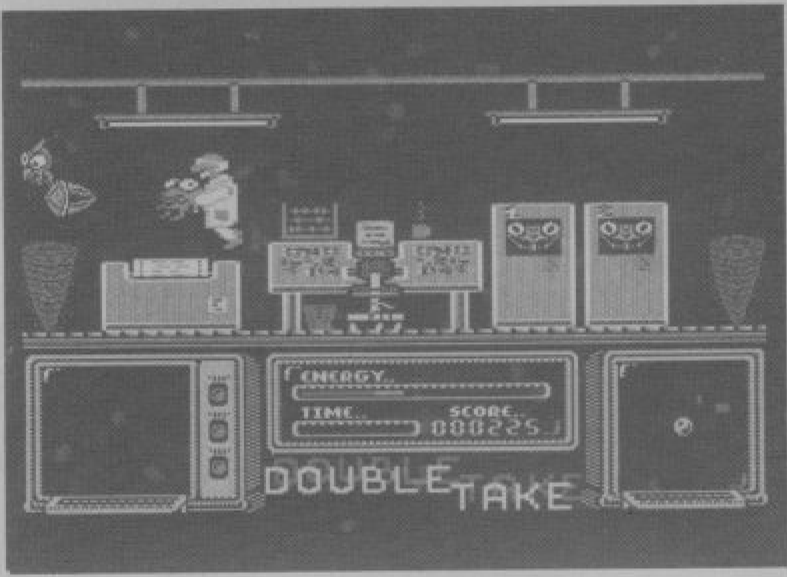
Restore our world — stop the invasion, but do it now, for as the exchange accelerates, the time windows grow larger, domination is at hand!

This is the story line which accompanies the game's advert which has been causing quite a stir lately. It also states "Startling action: Innovative Game Play: State of the Art Graphics." I have to agree with all of these, especially the graphics. This game must include some of the best graphics seen on a Spectrum.

You take control of an overcoat that someone forgot to wear. Your objective is to travel around the numerous locations, and find object's in the wrong place and return them to where they should be. On the lower half of the screen a red light will turn green if the object you are carrying belongs in the room that you are in. To travel to different rooms whirlwinds are used (these act as doors), but to travel to the other world to replace or find an object you will have to use the sparkling cloud. When using the cloud the object you are carrying will stay in the same state, whereas if you wait for the worlds to change on their own, the object's state will be altered. The cloud only travels along the central complex, so this means using the whirlwinds a lot to find it.

If you do not manage to find the cloud in time and the object is altered, then do not worry as all is not lost. You are able to change the objects state by shooting the aliens that sap your energy. The aliens appear in the now well used Ultimate style, but adds to the atmosphere of the game. Due to the use of a lot of colours, the old Spectrum problem of attributes creep into the program. Sound may be limited but is once again another old Spectrum problem. The sound that there is has been used to very good effect.

Overall the game turns out to be one of Ocean's best releases ever on the Spectrum, and will probably be the most imaginative and innovative game of the year. This is certainly worth considering if you want a game that strays away from mindless shooting, and will keep all the arcade adventurers happy for some time. Full marks to Ocean on this one and hope they can produce the same quality for *Short Circuit* and other future releases.



▶ GRAPHICS	C+VG HIT!	9
▶ SOUND		6
▶ VALUE		8
▶ PLAYABILITY		8

CHAMELEON

- MACHINE: C64/128
- SUPPLIER: ELECTRIC DREAMS
- PRICE: £9.99
- REVIEWER: CHRIS

Fancy a change? Well why not try *Chameleon*. Geddit! No? Oh well it takes all sorts. *Chameleon* is the new one from Electric Dreams, and it's . . . well, a bit different.

The game is based on a tale about elementals, you know, Fire, Water, Air, Earth, Mother Nature and all that. It seems that a man, who was a little evil, discovered a gateway, quite by accident, to the realms where these elements lived.

The elements welcomed him, as they had not seen a human before, and he managed to learn about the element's creation. He began to plot an evil plan in his twisted mind, and set about doing dirty deeds.

For in Limbo, the elements were together and balanced, but he could create a new breed of elementals, more powerful, each in its own realm, with him as their master.

But the elements started to get greedy and each one wanted supreme power, and this he would not allow, and so they killed him, and also found the gateway, back to the normal world.

Disaster struck, storms destroyed cities, wind destroyed buildings and the ocean kept man firmly on land, which was very humiliating.

Until Nature in her last attempt at restoring order created the Chameleon. He was a hybrid of man and flux, the very essence of the elements. He could realign his flux to form any of the elements, and thus could destroy them, this is where you come in.

Controlling the Chameleon, you must travel to the different realms of limbo, to destroy the demons and collect the tainted flux placed there by the first man, and return it to the heart of limbo.

First you go to the realm of Fire, which is the easiest of the realms. Using all the powers of nature and pulling back on the joystick three times with the button held down, you can choose the alignment of flux you want.

You will change to the colour of the flux, and can hurl the flux at the demons. But first you must find the powerful tainted flux hidden by the demons.

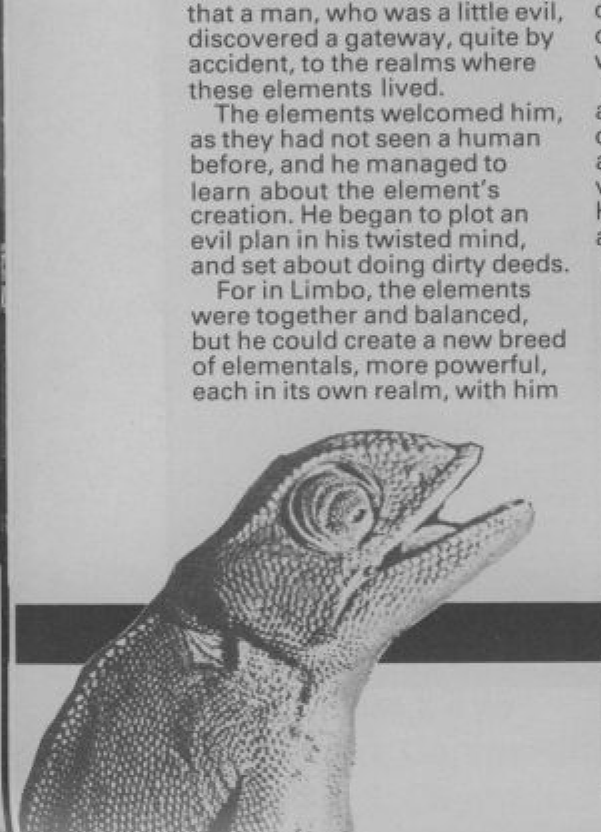
To find the flux, you must pass the right gateway at the right time of day, which is a more luck than judgement job. Once found you must destroy the remaining elements and go through a gateway to the next realm.

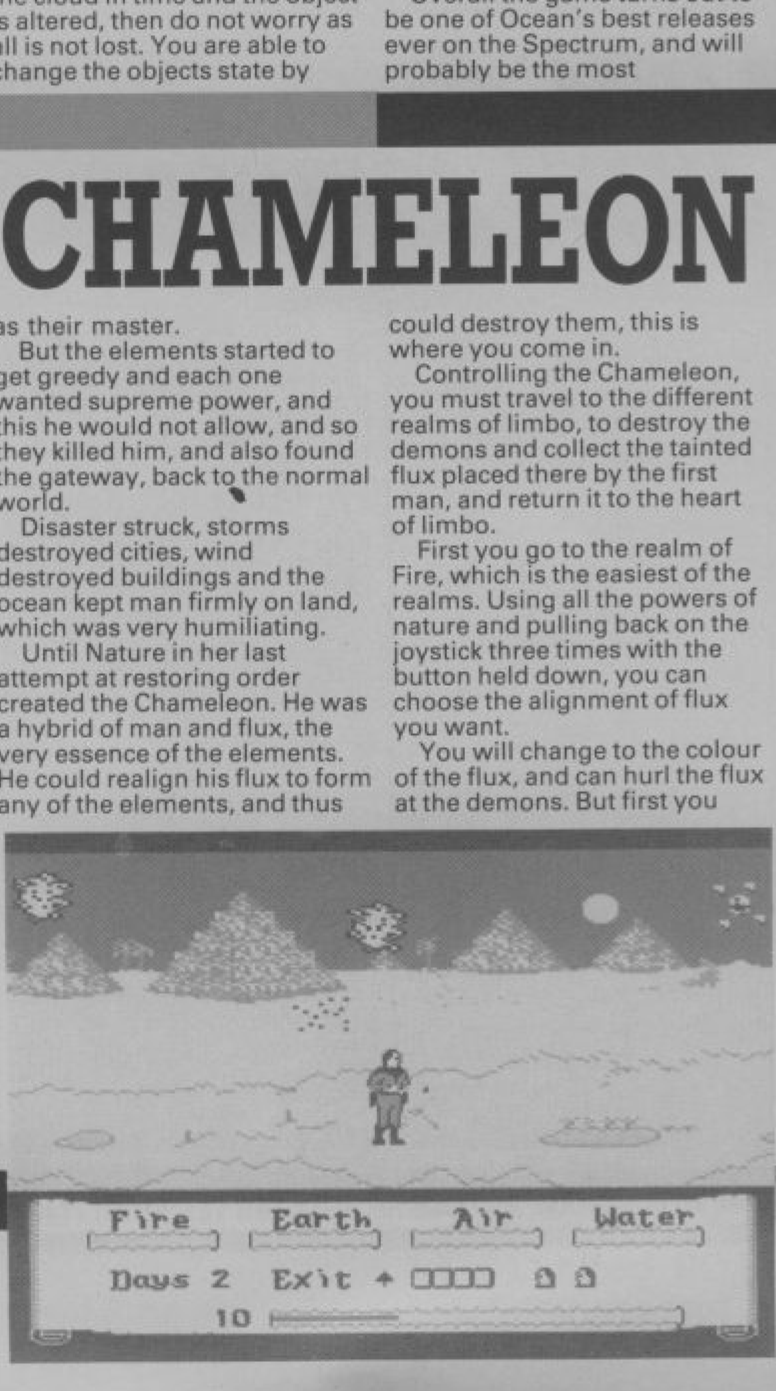
While you seek the flux, you will be attacked by everything in the realm, but you can fight back. You can regain your energy by shooting a path demon, which will turn into flux.

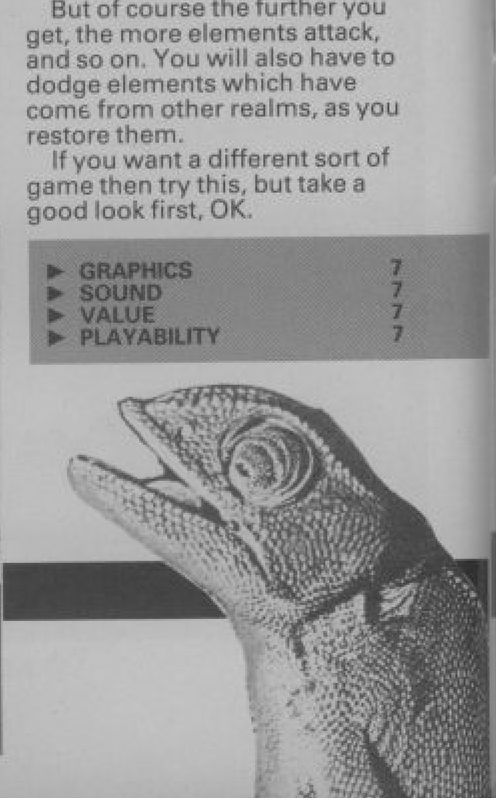
But of course the further you get, the more elements attack, and so on. You will also have to dodge elements which have come from other realms, as you restore them.

If you want a different sort of game then try this, but take a good look first, OK.

▶ GRAPHICS	7
▶ SOUND	7
▶ VALUE	7
▶ PLAYABILITY	7







Sue Townsend

THE GROWING PAINS OF ADRIAN MOLE

PROGRAM BY **LEVEL 9**



Virgin Games presents the computer version of **"The Growing Pains of Adrian Mole."** Based on Sue Townsend's best-selling book, and the popular TV series, the game allows you to help Adrian with day-to-day decisions. It's a text-based game with beautiful illustrations' and your aim is to make Adrian as popular as possible through your answers to multiple-choice questions. This four part game covers 18 months in the life of aspiring intellectual, Adrian, and is available for 7 different computers.

'BBC B version is not illustrated.

Produced by Mosaic Publishing Ltd.

The Growing Pains of Adrian Mole is available from all good software stockists. If you have trouble finding it you can buy directly from Virgin Games. Please **encircle the software you require** and send this tear-off to **Virgin Games Mail Order, 2-4 Vernon Yard, Portobello Road, London W11 2DX.** Make cheques or crossed postal orders payable to Virgin Games Ltd. Please do not post notes or coins.

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Amstrad CPC CASS	£9.95	10 February 1987
BBC B CASS	£9.95	17 February 1987
MSX 64k CASS	£9.95	17 February 1987
Atari 400/800XL/XE CASS	£9.95	17 February 1987
Amstrad CPC 6128 DISC & PCW 8256/8512 DISC	£14.95	17 February 1987

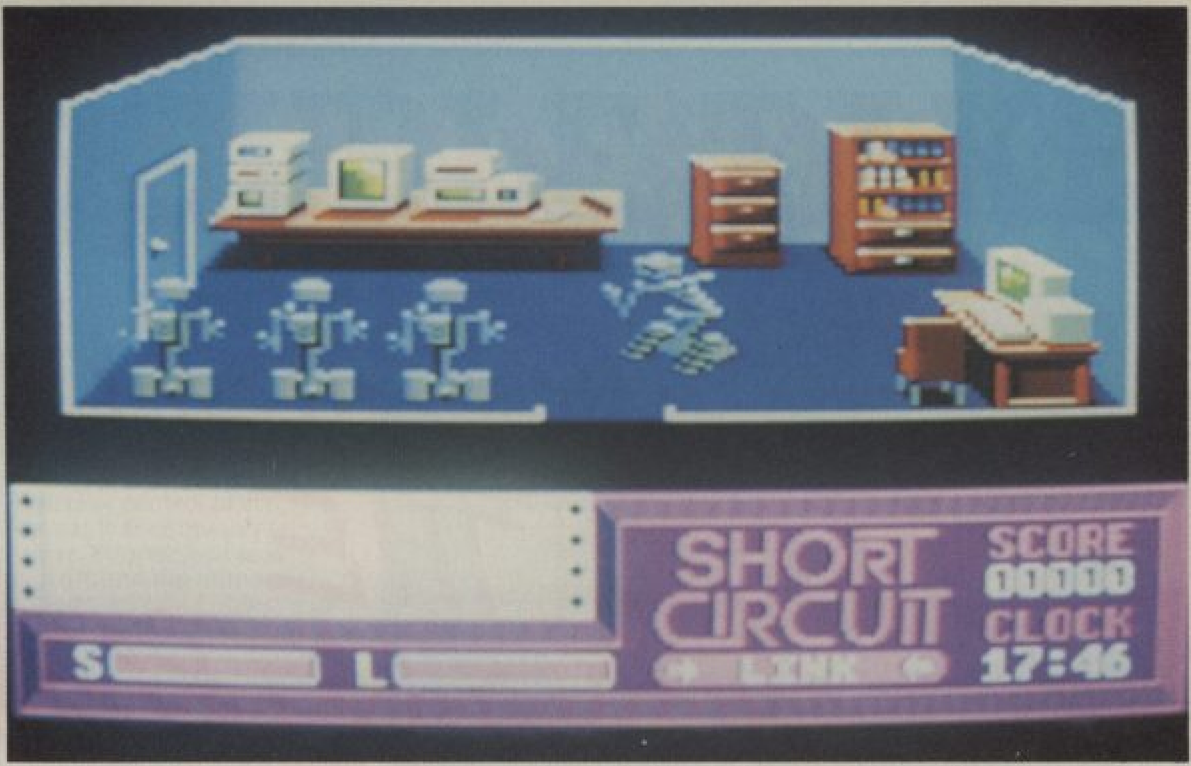
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C+VG REVIEWS

10



SHORT CIRCUIT

- ▶ MACHINES: 64/AMSTRAD/ SPECTRUM
- ▶ SUPPLIER: OCEAN
- ▶ PRICE: £9.95 (CBM)/£8.95 AMSTRAD
- ▶ VERSION TESTED: CBM/ AMSTRAD
- ▶ REVIEWER: PAUL

Enter the SAINT — that's Strategic Artificially Intelligent Nuclear Transport, to you. Otherwise known as Number 5. This strange looking hero looks very much like a skeletal E.T.

But Number 5 is a robot with a difference. While being built at the Nova Robotic's factory, Number 5 was struck by a freak lightning bolt. Something happens deep down with his circuits and he suddenly becomes alive, able to think, express emotions and, worst of all for a military robot, develops a conscience.

This robotic freak, understandably, attracts a lot of attention. Because Number 5 is equipped with deadly weapons, the factory president wants him locked up. Others are not so kind. Blow him up, they suggest.

Number 5 isn't too keen on this idea and decides to escape. And that's where the game starts. As with the film, on which the game is based, Number 5 must escape the factory complex, get into the countryside and build a replica of himself to foil his pursuers.

The game is divided in to two parts. Part One is set in the factory complex — all 36 rooms of it. The robot must explore it collect hardware and software for activating his laser and also the technical manual for building a replica robot.

Number 5 begins with just enough data to log-on to the Nova Research computer system and download other programs into his memory which is restricted to three programs only, including the link. Load a fourth you will be required to erase an existing one. This also applies to objects. carried. In this section Number 5 must solve puzzles and outwits the security guards for only then can you leave the complex and make your break for freedom.

Points are awarded for tasks attempted — don't forget to search drawers and beware of the coffee machine. Its liquid causes corrosion.

Because Number 5 has a conscience, he cannot kill. But he can stun his enemies in order to gain extra time. But when he does zap them his "conscience level" drops.

Once outside — part two of the game — the chase begins. Pursued by security forces ordered to kill and other Saint Robots programmed to deactivate him, the odds look slim for Number 5.

The guards are deadly — but remember the "Robot Code", means he can only stun them. He also must avoid colliding with the wildlife. They can easily be killed causing overload from grief and deactivation for a short time.

If you manage to locate a van before the Nova helicopter arrives, Number 5 has a chance to create the dummy robot, fool all his adversaries and escape to live happily ever after.

The graphics are excellent — especially the Amstrad — and the game play clever and absorbing. By all account the film was good and the game doesn't disappoint. Go on, blow a fuse over *Short Circuit*.

	CBM 64	Amstrad
▶ GRAPHICS	8	9
▶ SOUND	7	7
▶ VALUE	8	8
▶ PLAYABILITY	9	9

HIVE

- ▶ MACHINE: SPECTRUM/AMSTRAD
- ▶ SUPPLIER: FIREBIRD
- ▶ PRICE: £9.95/£17.95 (AMSTRAD DISC)
- ▶ VERSION TESTED: SPECTRUM
- ▶ REVIEWER: PAUL

"Myrtle Rowbottom always enjoyed the summer months in the Oxfordshire village of Upper Slaughter."

What? Has my brain slipped a gear? This was not the beginning I had expected to *Hive*. I read on and found myself in a setting strongly reminiscent of John Wyndham's excellent science fiction novels.

A huge metallic hive — about the size of a tower block — has decended from space and settled in the Oxfordshire countryside. Now this is enough in itself to send the council planning chiefs into a fury but when huge insects come roaring out of the hive to terrorise everyone, something had better be done — and quickly.

The authorities respond by sending in The Grasshopper Ship, able to enter hostile environments. Officially called the S.E.A.C. Mk II, it got it's nickname because of its ability to jump and crouch.

The mission is seemingly simple — to enter the *Hive*, locate and destroy the queen bee. Easy? You must be joking!

The game opens with you sitting in your Grasshopper Ship in Hive's entrance. The top two thirds of the screen is taken up by a view of the tunnel.

The intruments are as follows:

Code Display: This is used for noting your position in the game. It saves loading and saving your position on tape.

Junction Indicator: This lights up when there is a junction behind you.

Your Ship: This shows whether the Grasshopper is stationary, moving or crouching.

Life Force Indicator: If it reaches zero, you're dead.

Armour display: Shows how much front and rear armour the Grasshopper is carrying.

Icon Selection Display: As you travel around the Hive various bits and pieces of equipment can be picked up. This display shows what you've got and the item currently in use.

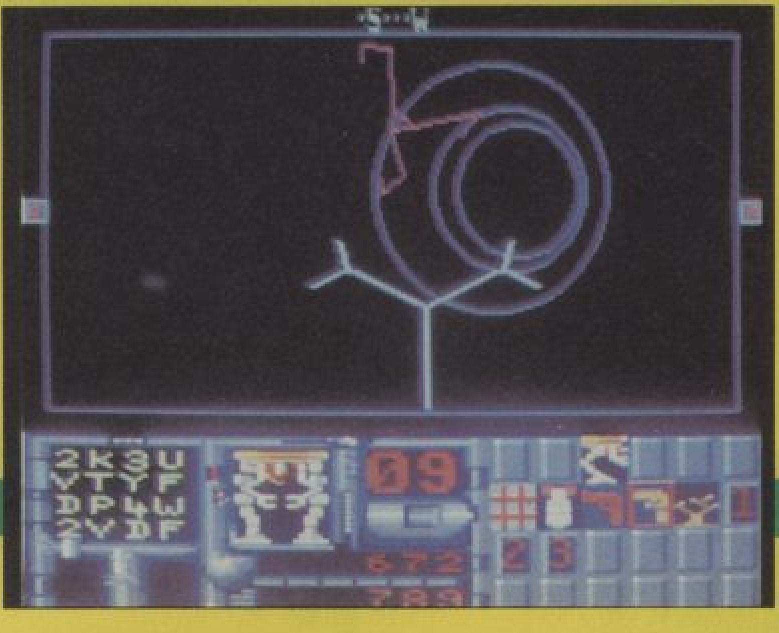
Your ship also carries three markers which can be dropped to help you map the tunnels. The ship is powered by electronic pylons which are scattered throughout the Hive.

Besides the myriad of electronic insects roaming around — and attacking you — three stings, spikes, webs and tripwires to cope with.

This Firebird game is a real goody. Excellent game play and a mapper's delight. Enter the *Hive* and you're in an absorbing, sometimes frustrating nightmare world of creepy-crawlies. *Hive* is the bee's knees. Send help. I need it.

▶ GRAPHICS	9
▶ SOUND	5
▶ VALUE	9
▶ PLAYABILITY	10

C+VG HIT!



BACTRON

- ▶ MACHINE: AMSTRAD 464, 664 AND 6128
- ▶ SUPPLIER: ACTIVISION/ LORICIELS
- ▶ PRICE: £9.95
- ▶ VERSION TESTED: AMSTRAD TAPE
- ▶ REVIEWER: DAVID



Billed as the world's very first piece of antibiotic software, *Bactron* from Loriciels via Activision is a medicine suitable for both adults and children. From the same team who produced *MGT* here is another full colour, isometric arcade adventure with smart graphics and an outstanding soundtrack.

The Bactron has already saved your life on numerous occasions but this time you're really sick! Mac the macrophage, Steffie the staphylococcus, Dot, Spek and all the other germs that live in your body, could prove too much for you unless you can guide the Bactron through your organs and arteries in time to release the healing enzymes trapped in the yellow cubes scattered throughout your body.

The *Bactron* is a cute yellow, blob shaped fellow, with terribly bad breath, who prances around on two long rubbery legs rather like a cross between an ostrich and a piece of sweetcorn! So bad is our hero's breath that one well aimed puff will temporarily paralyse many of the germs wandering around inside you, just long enough to make a quick exit or activate an enzyme block.

Apart from the main location display, the patient's (that's you) heartbeat and temperature are both graphically depicted by an oscilloscope display and thermometer which shows an ever increasing temperature. When the thermometer reads 42 degrees it will smash with terminal consequences.

Many objects in your organs can, and must, be moved in order to gain access to other areas of your body. Other objects, such as blue cubes, spring into action on contact and must be avoided at all costs if energy is to be preserved. Contact with any of the other germs will also drain *Bactron's* meagre energy supply. Luckily you have three back-up Bactrons to carry on the good work when one expires.

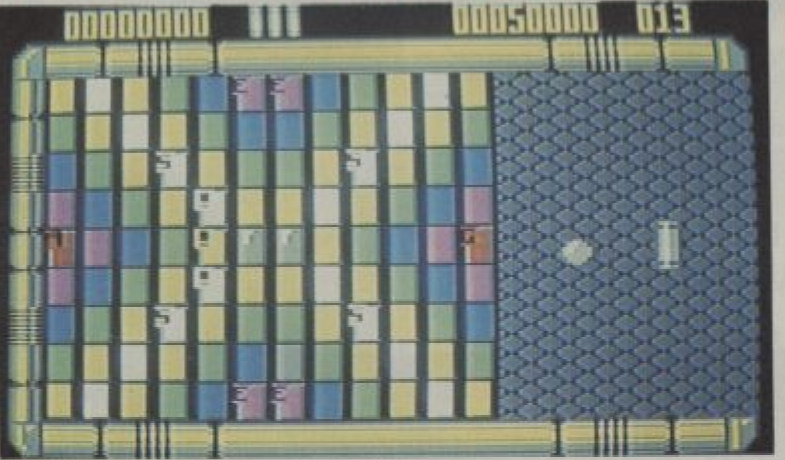
Although moving the *Bactron* around takes some getting used to, its worth it to see the quality of the animation of its legs as they stretch out in front of him as he takes another step. Indeed most areas of this latest French offering are polished and well designed, even if it's too easy to get stuck in a corner from where there is no escape. When this happens all you can do is watch the *Bactron's* energy plummet unceremoniously to zero!

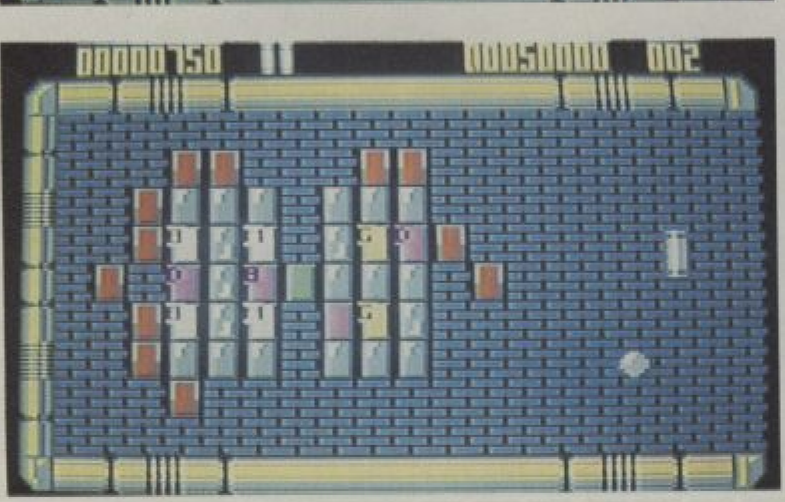
By far the most memorable thing about this game is the boogie-woogie music which is entirely addictive and, once heard, demands at least a dozen further plays. Possibly the catchiest tune ever for the Amstrad, and the game isn't bad either.

▶ GRAPHICS	8
▶ SOUND	10
▶ VALUE	8
▶ PLAYABILITY	8

C+VG HIT!

KRAKOUT





- ▶ MACHINES: CBM 64/128/ SPECTRUM/AMSTRAD/MSX
- ▶ SUPPLIER: GREMLIN GRAPHICS
- ▶ PRICE: £9.99
- ▶ VERSION TESTED: CBM 64
- ▶ REVIEWER: PAUL

I almost feel like sighing with contentment from the sheer joy of playing *Krakout*. It's simply wonderful and wonderfully simple.

If you were around a few years back and remember ploughing all your money into *Breakout* coin-op, then this is the game which will bring back those wonderful moments — and a lot more. Even if you don't remember *Breakout* then do yourself a favour and get your hands on a copy of this game.

The idea is very simple. The screen is made up of bricks in different patterns. You control a bat at either the extreme left or right of the screen, which just moves up and down. You serve a ball into the bricks, as the ball hits them the bricks disappear, shooting the ball off at differing angles. Destroy all the bricks and then it's on to the next screen. And in *Krakout* thee are around 100 different layouts.

Stretching and straining your reflexes to cope with this is hard enough but there's more. Hitting some bricks can cause some very strange things to happen. For instance one brick will elongate the bat. This is useful. Other bricks play nasty tricks — such as putting the brakes on the bat so you can't move it, others will suddenly introduce a second ball onto the screen. Then there are the bricks which will blow up.

Alien monsters also suddenly appear on the screen, apparently quite harmless, just floating around and then WHAM! They fly off with demonic speed into the path of the ball, normally knocking past you.

There's even one alien — known as the Ogre — who appears and actually eats the ball. I must admit I've not yet encountered this beast while playing the game properly.

But I've played a cheat version of the game where you can flip through the screens until you find the home of the Ogre. He's definitely worth seeing.

There are also extra hardships you can impose on yourself.

I have only one small gripe. On the screens giving the instructions the writing is incredibly hard to read.

All in all *Krakout* is an excellent and absurdly addictive game. You just won't be able to resist going for another brick in the wall.

▶ GRAPHICS	9
▶ SOUND	7
▶ VALUE	9
▶ PLAYABILITY	10

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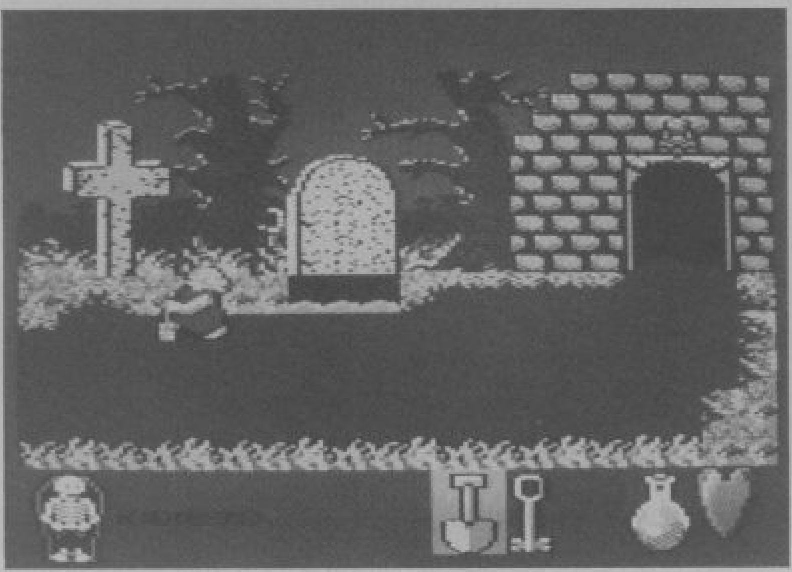
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BRIDE OF FRANKENSTEIN



- MACHINE: AMSTRAD CPC 464, 664, AND 6128
- SUPPLIER: ARIOLASOFT
- PRICE: £14.95
- VERSION TESTED: AMSTRAD DISK
- REVIEWER: DAVID

Outside the castle walls a terrible electric storm rages, while inside Frankenstein's bride begins a frantic struggle to bring her horrible husband back to life by finding some of his more important vital organs that have been secreted about the castle's 60 rooms.

The game starts with a view of Franky still plugged into the mains in the lab at the top of the castle tower. Before you can help him, you must locate his lungs, heart, liver, kidneys, and a working brain. To locate these delights you will need to rob the odd grave, open a crypt or two and pop into the butchers . . .. So a spade and pickaxe will be essential, not to mention a lamp to help you negotiate certain parts of the castle devoid of light.

Of course, in the best traditions of Frankenstein, many of the rooms in the castle are mysteriously locked but seven different keys may help you in your quest. Various ghosts and killer skeletons, however, will not.

A jar containing the elixir of life will gradually be drained as you wander from room to room, so one of your first tasks is to find a refill.

The colourful and well designed action is seen from an elevated side view and gives a 3D feel by the presence of the front walls of each room. Unfortunately, although this gives the game more depth than the average arc-adv, it also means that you can be attacked by ghoulies that have no respect for the fact that you may be unable to see what's going on behind the front wall.

However, this aside, *Bride of Frankenstein* is an attractive and playable game with enough problem solving to make you want to get further and further into it. Definitely one that all arcade adventure lovers should check out and promises to be a reasonable challenge to all mapping addicts, especially as the castle layout is reversed when a certain room is visited!

GRAPHICS	9
SOUND	7
VALUE	8
PLAYABILITY	8





SHANGHAI

- MACHINE: COMMODORE 64 TAPE AND DISK
- SUPPLIER: ACTIVISION
- PRICE: £9.99
- VERSION TESTED: C64 TAPE
- REVIEWER: DAVID

Based very loosely on the ancient oriental game of Mar-Jongg, *Shanghai* is a souped up version of the old card game 'pairs' in which cards are layed face down in grid and players attempt to turn over matching pairs which are then removed from the grid.

In *Shanghai* the cards are replaced by tiles, as used in Mar-Jongg, and the grid is replaced by the 'Dragon', a kind of 'designer pyramid' into which the 144 tiles are stacked before the start of each game. The tile at the apex of the pyramid stands on five high stack of tiles, those immediately around it are four high and so on. Only tiles at the tip of their respective stacks — 'free tiles' — can be picked up during the game.

There are three 'suits' of tiles called Dots, Bam and Crak. Each suit consists of 27 tiles, three of each number from 1-9. In addition to the suit tiles, there are 12 dragons (four white, red, and green), 16 wind (four each of the main compass points), four seasons, and four flowers.

There are four variations of the game, but in each case the rules remain the same: you can remove only identical free tiles, two at a time. The exception to this rule is found with the seasons and flowers which need not match exactly to be removed. The Dragon is viewed from above and the height of each stack is shown by lines underneath the tiles — the more lines the higher up the tile. Only the tiles on the surface of the dragon are visible so you have no idea what tile will be revealed when the one above it is removed. However, not all tiles that are visible are 'free' ones but will become so as a result of others being removed. This is where brains and future planning come in and means that a chesslike strategy of looking ahead, can be adopted.

Removing tiles is done by moving a cursor over the dragon and pointing to the first and then the second tile of the pair to be removed. A dark outline will appear around a tile to confirm your choice. If you made a legal selection, the two highlighted tiles will disappear to reveal the tiles underneath (unless either of the selected tiles was the last one in the stack), and another selection can now be made.

Ther are four ways to play *Shanghai*: Solitaire, Team effort, Tournament, and Challenge.

Solitaire is for one player only and has no time limit. A solitaire game in progress can also be saved and resumed later. The Team effort game is similar to Solitaire except that any number of players can take it in turns to remove pairs of tiles in co-operative manner. Team effort games can also be saved.

Any number of players can participate in Tournament play in which each player removes as many tiles as possible from an identical dragon, and the winner is the player who removes the most tiles.

In Challenge games two players take turns removing tiles from the same dragon, only this time against the clock. A player's turn is over if he removes a pair or he runs out of time. The player who has removed the most tiles at the end is the winner.

Shanghai is a game that can be played on different levels depending on how much strategy you bring into your tactics. For example, it is always advisable to remove the tiles at the tip of the highest stacks as they are blocking the most future moves. Another tip is to look carefully for a matching trio and decide which two to remove and which to leave as a potential block.

Anyone who likes board or card games, or who enjoys giving the old grey matter a touch of overtime, will not be disappointed with this one.

GRAPHICS	6
SOUND	N/A
VALUE	7
PLAYABILITY	8

NUCLEAR COUNTDOWN

- MACHINE: SPECTRUM 48/128
- SUPPLIER: ATLANTIS
- PRICE: £1.99
- REVIEWER: BRIAN

If anybody out there fancies saving the world from a nuclear explosion yet again, then this offering from Atlantis will certainly be worth the £1.99 asking price.

The idea is to guide your robots around 25 rooms to locate and destroy four unstable 'nucleo' cells that are threatening the world.

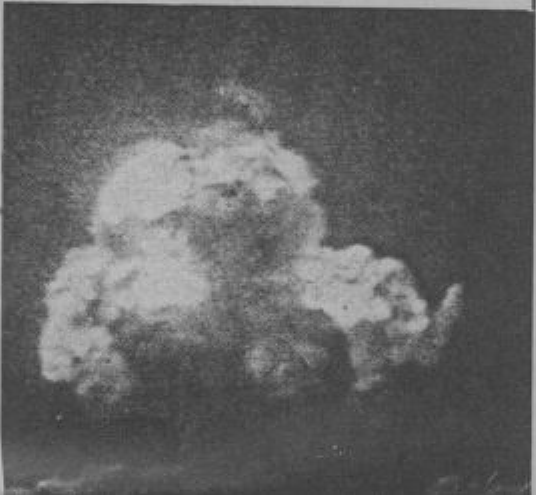
Care must be taken to preserve your energy levels, energy is lost when travelling through various parts of the 'nucleo' complex, especially when close to an unstable cell. Energy is also lost by contact with one of the many mutant droids. Your shields will reduce energy loss and in some cases destroy the mutant droid. At various points throughout the complex you are able to restore your energy levels.

When you start, the playing area scrolls onto the screen from below. The playing area is in the now worldwide famous *Knightlore* style. 3D for those of you who are new to the computer game terminology.

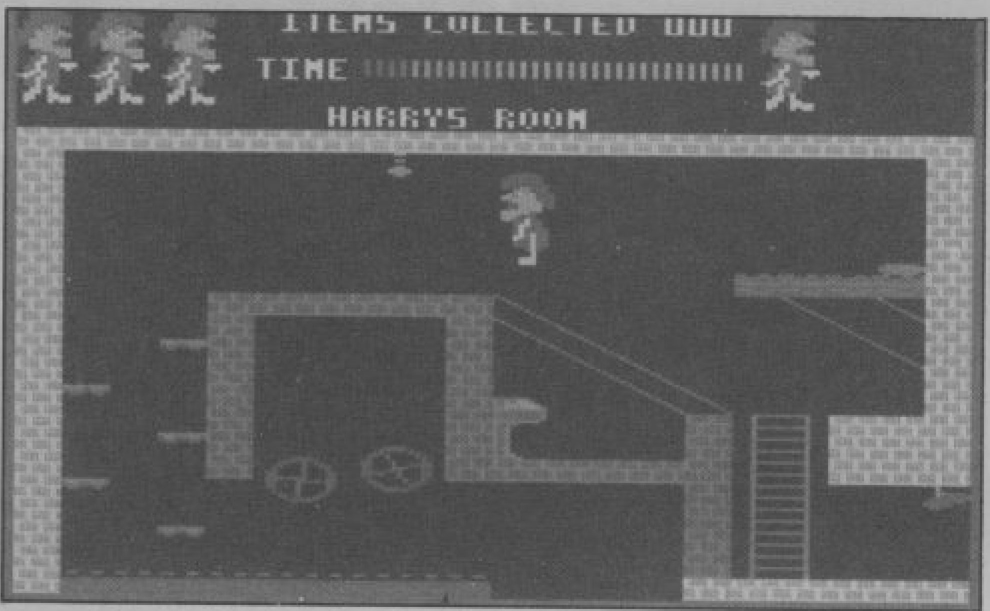
The movement of your droid is very smooth as is the movement of the other droids that will drain your energy. You are given a time limit of 600 on the countdown clock to locate and destroy all the unstable 'nucleo' cells.

Nuclear Countdown is a very good try at 3D and will keep a lot of Spectrum owners happy.

GRAPHICS	8
SOUND	3
VALUE	9
PLAYABILITY	7



NEVER MIND THE NASTIES



- MACHINE: AMSTRAD 464, 664 AND 6128
- SUPPLIER: ROMANTIC ROBOT
- PRICE: £9.95
- VERSION TESTED: AMSTRAD DISK
- REVIEWER: DAVID

Romantic Robot has come with a platform game for the Amstrad called *Never Mind The Nasties* which, in true *Jet Set Willy* style, starts off inside our heroes, Harry's, room in his more than spacious house but ends up taking you on a whistle stop tour through an underground sewer complex past the quay to the caves and on to the moon, stopping off at an Egyptian tomb and the mad professor's laboratory on the way, not forgetting the stairway to heaven, cloud nine, the power plant, and the computer room en route.

Add to this such bizarre locations as 'Lunchpack II' Squashynodoe's Revenge' and 'Bats in the Belfry', throw in a liberal sprinkling of logic problems and screens requiring careful timing and stick control, and you have a pretty good idea what you're in for.

All the usual platform game features can be found lurking somewhere in this one including multiple exits from many locations (some of which require a key), plenty of bouncing, spinning, or sliding nasties of every description. There's even a lift which takes you to various places depending on what keys you have.

The object of the game is to locate the professor's computer and stop it blowing up by collecting all the flashing objects in the 130 plus screen before losing all of the five lives that you start with.

Although the graphics and sound in the game are nothing special, it should appeal to many platform, and some arcade adventure buffs, and is a definite challenge to map freaks everywhere.

GRAPHICS	6
SOUND	6
VALUE	7
PLAYABILITY	8

XCEL

- MACHINE: SPECTRUM 48/128/ AMSTRAD
- SUPPLIER: MASTERTRONIC
- PRICE: £1.99
- VERSION TESTED: SPECTRUM
- REVIEWER: BRIAN

This game was originally released a few years ago by a company called Program Techniques at an asking price of £7.95. Now Mastertronic has brought the copyright and re-released it. This not only makes the game excellent value but will be one off the best budget games of the year.

When you take out the cover to have a look at the instructions you will wonder why there is so much. But you will need to read them all to get the idea of the game before you start playing. Included with the instructions is a very informative background to the game.

The game has that nice basic ingredient of shoot anything that you want to, but you cannot destroy the trees. You also have a hit/miss ratio so your aiming has to be spot on. On most of the planets that you visit immaculate control of the spaceship is required, to get you through some very tight spots. If a sentinel base is on the planet that you are visiting, and are good enough, you will see it blow up at the end of the playing area.

There are over 300 planets for you to discover (that save option will come in handy after all), this is spread over 100 systems. Some of the planets may seem similar, as some are mirror images of earlier planets. Out of these 300 planets you have to locate the 30 sentinel planets and destroy them. So this turns out to be a very big search operation and you will have a one in ten chance of finding a planet. The map option will certainly come in handy to show what you are in store for. When you decide to send a probe down to the planet use the "P" key instead of the stated "O" key.

The graphics may be a little dated but beats much of the software that is just being released. The scrolling is very smooth in all parts of the program, especially the landscape and map screen.

On the main screen the planet of your choice is seen rotating. Occasionally an alien message may decide to appear on the screen, which will take a lot of decoding to be able to understand it. No sound has been included in the game so you will have to make your own explosion sounds.

On the whole *Xcel* is a game that is well worth the asking price, and will keep you amused for a few weeks at least. Shame about those that bought it when it was first released, they are missing the bargain of the year.

GRAPHICS	7
SOUND	N/A
VALUE	9
PLAYABILITY	7

C+VG REVIEWS 14

SHORTS

WHO DARES WINS

- MACHINE: BBC
- SUPPLIER: ALLIGATA SOFTWARE
- PRICE: £9.95 (DISK)
- REVIEWER: NICKY

Only the bravest volunteer for the ultimate suicide mission, says the cover blurb, and how right they are. For the first few games at least, it's suicide all the way as you attempt to duck bullets and grenades and wonder what's hit you. Literally.

The idea is simple. You have to battle your way through eight screens to free your lost comrades who are held by some rotters called the Armies of Death.

On entering the game, you are dumped into chaos. There are little manic men scurrying around, firing apparently at random. Your best bet is to charge up the screen firing your rifle indiscriminately (hang the training) and avoiding the flying bullets and grenades as best you can. When you reach the outpost, blast every man in sight and that's that. For that screen, anyway.

The tactics appear to be much the same for the other screens, too. Never mind the years of training, never mind this 'officer and a gentleman' rubbish, it's kill or be killed. And you don't have much going for you — even though you're meant to be a crack SAS veteran, it appears you can't swim. So when you come to the river, use the bridge!

It also appears that your training instructor forgot to teach you how to throw grenades, which is a very hit or miss business. You're quite likely to blow yourself up, in fact.

The graphics aren't too inspired, and the screen movement is a bit juddery. On the other hand, with a bit of patience and practice the game tends to grow on you. But I for one could have done with a bit more subtlety — isn't warfare meant to be an art?

GRAPHICS	6
SOUND	5
VALUE	7
PLAYABILITY	7

BAR BILLIARDS

- MACHINE: BBC/ELECTRON
- SUPPLIER: BLUE RIBBON
- PRICE: £1.99
- VERSION TESTED: BBC
- REVIEWER: NICKY

Blue Ribbon is not renowned for setting the world alight, but it does produce reasonable games at reasonable prices, and *Bar Billiards* is no exception.

As a snooker player, with a nodding acquaintance with billiards, *Bar Billiards* took me by surprise. You have to knock balls into holes with a cue ball, but there all similarity ends. The holes are in odd places, for a start — a row of five down one end of the table, one half way along each side, and two down the centre of the table. Yes, actually in the middle of the table.

Four of these holes are protected by irritating little pegs which must not be knocked over. Needless to say, I sent the wretched things flying with every stroke until I got used to there presence.

You get points for every ball you pot, and you lose points for foul strokes — like hitting the pegs, failing to hit a ball with the cue ball, and so on. There's a built-in time limit of 15 minutes for each game.

The graphics are clear and easy on the eye. The balls roll smoothly, if they don't go down holes very convincingly, and the angles seem about right. You set the speed and direction of the cue ball (using keys or joystick) before actually hitting it, and you even have the option of top or bottom spin, which do make a noticeable difference.

I found *Bar Billiards* a weird game, but this is a pretty good simulation, and more entertaining than I thought it would be.

GRAPHICS	8
SOUND	4
VALUE	8
PLAYABILITY	7

CONDITION RED

- MACHINE: BBC/ELECTRON
- SUPPLIER: BLUE RIBBON
- PRICE: £1.99
- VERSION TESTED: BBC
- REVIEWER: NICKY

Your mission is to explore a malfunctioning plutonium plant, collecting 50 plutonium crystals. These are scattered around ten chambers, each with its own set of hazards.

The plant is infested by mutant nasties and cyberdroid guards, all of them kill at a touch. There are assorted obstacles, like electric security floors, and some rather ingenious disappearing floors that vanish as soon as you tread on them. There are escalators, the ubiquitous moving platforms, conveyor belts and so on. Oh, and you've got a limited air supply.

Yes, you've heard it all before. This is tried and tested arcade action. But *Condition Red* is a good example of its type. The graphics are reasonably smooth, the screens look lively (I particularly liked the perky plutonium crystals, which look like no crystals I've ever seen), and screen response to the keys is good.

If you get frustratingly stuck on one level — as I did — you can give it up and try out some other levels by keying in passwords listed in the instructions. Maybe this detracts from the challenge, but believe me, for the weary reviewer it's a very welcome feature indeed!

GRAPHICS	8
SOUND	6
VALUE	8
PLAYABILITY	7

WAR

- MACHINE: BBC B
- SUPPLIER: MARTECH
- PRICE: £9.95 CASS./£12.95 DISK
- REVIEWER: NICKY

A race of hostile aliens who live and travel in huge, complex cylinder-shaped worlds are bearing down on Earth. The religion of this people, says the blurb, is the conquest of lesser worlds.

Several missions from Earth have already failed to stop the cylinders, so it's all down to you in your hi-tech military spacehip. The idea is to attack each cylinder and destroy it from within.

There's just one snag. The cylinders are defended by Droidan patrols who naturally take exception to your activities. So in addition to destroying the ground installations in each cylinder, you must also fend off the persistent Droidans.

A familiar scenario, but the graphics are snazzy. You play in a small playing area, a kind of window on the screen, with the cylinder in impressive close up behind. It looks good, but after a while you begin to feel constricted by the rather cramped dimensions of the playing area.

The movement is standard up, down, left, right, fire, and you get auto-fire if you hold down the Return key. You move on to the next screen by hitting as many ground and flying targets as possible. There are two games, with game two being harder to play than game one (which is difficult enough!).

It's well presented and challenging to play, but the 'window' idea doesn't really work. Nice try, but there just isn't enough room for the action to really open up.

GRAPHICS	8
SOUND	7
VALUE	8
PLAYABILITY	6

180

- MACHINE: C64
- SUPPLIER: Mastertronic
- PRICE: £2.99
- REVIEWER: Chris

Mastertronic's done it again! What have they done? They have produced a £7 to £9 quality game for only £2.99, that's what.

Yes folks, Mastertronic's *180* is a gaming masterpiece if there is such a thing. It's a darts game which captures all the skill, tension, and pure fun of the real thing.

When you've loaded it up, you choose between practice, tournament, and two player games.

In practice mode, you play 'around the clock' against the timer. Around the clock is when you hit all the numbers from 1-20 in sequence. Use this game to polish up on your skills.

Next is the tournament, the real game itself. You are placed in the quarter finals, and must win your way through to the final. Your opponents for the Quarter and semi finals are picked randomly from a group of eight. In the final you must play the world champion, Jammy Jim.

To control your throwing you move a hand around the screen with the joystick. You can only move the joystick diagonally, this is to simulate the difficulty in lining up. Once you are ready to throw, pressing fire will shoot your dart towards the board.

You start with 501 points, and the aim of the game is to get down to 000. It sounds easy, but you must start and end with a double. I know this sounds obvious to you sonny, but there are some people out there who can't play darts.!

After you have thrown three darts, you must watch your opponent have his throw, and this is shown in an animated sequence. If during one of your throws you score 180, a digitised scorer will shout it out. Funny though, if your opponent scores 180, the computer just carries on. Talk about favouritism.

The games are played 'best out of three' style and if you win you will progress to the next stage.

Amazing value, miss it at your peril.

GRAPHICS	7
SOUND	9
VALUE	10
PLAYABILITY	9

C+VG HIT!

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C+VG REVIEWS

15

SHORTS

SKYHAWK

- ▶ MACHINE: BBC/ELECTRON
- ▶ SUPPLIER: BUG-BYTE
- ▶ PRICE: £2.99
- ▶ VERSION TESTED: BBC
- ▶ REVIEWERD: NICKY

Skyhawk is a plain and simple shoot 'em up, with the emphasis on plain and simple. Bug-Byte has dispensed with all this namby-pamby plot stuff — who needs a storyline, anyway? All you need is a ship, and raiders to shoot at. Don't you?

In fact, *Skyhawk* is just plain boring. It looks promising to start with. You have to take on ammo and fuel, then get in the air in time to avoid the first wave of raiders. You then shoot down the raiders, who first appear on your radar screen.

But it's so slow. If you're using the keyboard, the controls are very sluggish, particularly when you want to turn the ship. I never did work out how to refuel — when it happened, it happened by accident!

And although the raiders move fast, you don't. Even at top speed, you can't catch them once they've passed you. And there are so few of them, you can go for ages without a sniff of an enemy. In fact I spent most of my time messing about attempting to refuel.

The graphics are boring, too — endlessly scrolling green land and blue sky. Bug-Byte can do better than this.

▶ GRAPHICS	5
▶ SOUND	5
▶ VALUE	5
▶ PLAYABILITY	6

JAILBREAK

- ▶ MACHINE: SPECTRUM/CBM 64
- ▶ SUPPLIER: KONAMI
- ▶ PRICE: £7.95 (SPECTRUM)/£8.95 (CBM)
- ▶ VERSION TESTED: SPECTRUM/CBM 64
- ▶ REVIEWER: PAUL

It's a breakout. Everybody is trying to bust out of the computer room — trying to get away from *Jailbreak*.

Konami's conversion of *Nemisis* — one of C+VG's Games of the Month in March — was wonderful. *Jailbreak*, on the other hand, is a complete and utter no, no.

The story is simple. The bad guys have broken out of jail, taking the warden prisoner. Guiding your little copper, armed with a pistol, you must shoot the convicts, rescue the warden and free other hostages. Just for the record, you can also pick up extra weapons, namely a rocket gun and tear gas bombs.

With the rocket gun, you can blast barriers and cars and the tear gas comes in handy for escaped prisoners hiding in buildings. With *Jailbreak* I didn't need tear gas to bring tears to my eyes.

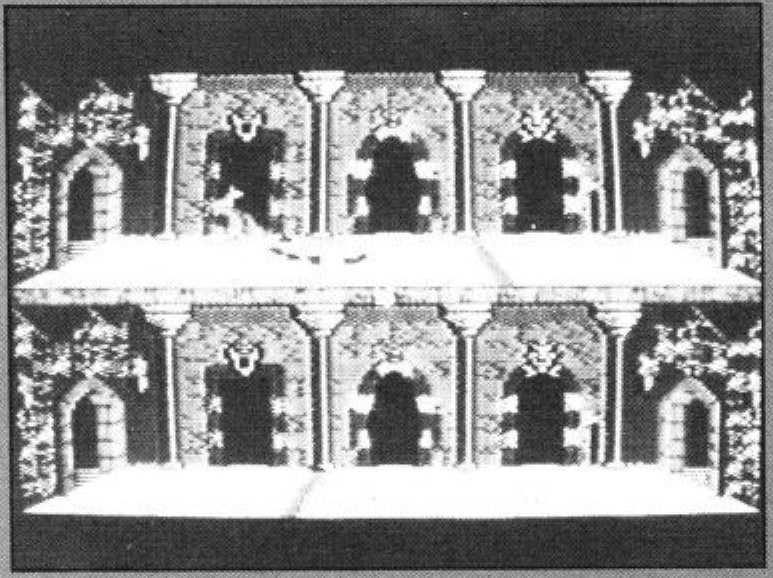
A rising scale of points are awarded for freeing the hostages, 500 for a man, 1,000 for a woman — that smacks of inequality, surely — 2,000 for a child, right up to 50,000 for the warden.

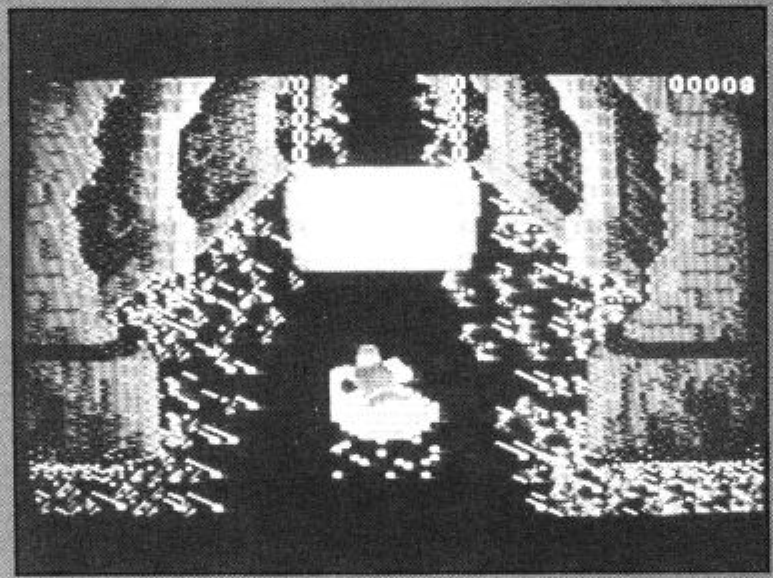
But the graphics are awful and the gameplay is boring. Even the game's packaging has been designed to annoy — a naff cardboard box which quickly falls to bits. Yuk!

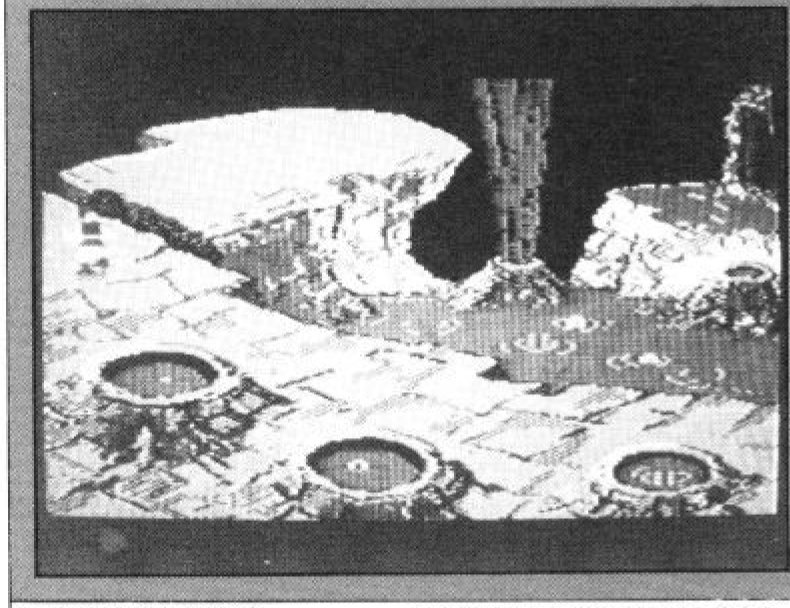
Konami may well be the King of the Coin-Ops but they'll have to do better than *Jailbreak* to establish any sort credibility on computer.

When you think of the wealth of games Konami has. It's really surprising that they came up with this for a first outing on their own for the micro. If the lure of the name Konami is too much, then buy *Nemisis*.

	Spectrum	CBM
▶ GRAPHICS	4	5
▶ SOUND	4	5
▶ VALUE	3	2
▶ PLAYABILITY	4	4







ESCAPE FROM SINGE'S CASTLE

- ▶ MACHINE: CBM 64
- ▶ SUPPLIER: SOFTWARE PROJECTS
- ▶ PRICE: £9.95 CASSETTE/£14.95 DISK
- ▶ REVIEWER: PAUL

Software Project's first plundering of the smash arcade game *Dragon's Lair* attracted quite a lot of unfavourable comment. It was fiendishly hard to play.

Escape from Singe's Castle offers eight more scenes from the arcade game. Our hero Dirk the Daring has rescued the beautiful Princess Daphne and killed the dragon, Singe. Now he must escape.

First up is Ye River Caves where Dirk must brave the rapids and submerged rocks in a boat. Boulder Alley has Dirk avoiding being crushed by rocks.

In the Throne Room Dirk must avoid fiery hands and sizzling electric flashes. The Dungeons of the Lizard King has him searching for his sword and gold before jumping on the Magical Flying Horse for a high speed gallop, avoiding rocks, ice and walls. Doom Dungeon contains evil creatures and evil traps.

I found the Mystic Mosaic the hardest section to play. Dirk must move across an appearing and disappearing sort of chessboard of squares. Move onto the wrong square and he could fall to his death in a murky pool below.

If you make it this far, Dirk must now brave the Mud Monsters. He must jump canyons, bridge gaps and hopefully find his way to freedom.

Escape from Singe's Castle is far more playable than *Dragon's Lair*, eight very good mini-games, great graphics and brilliant sound. It's a huge improvement over its predecessor. Dare Software Projects bring out some more of the arcade game's scenes? We think they probably will . . .

C+VG HIT!

▶ GRAPHICS	9
▶ SOUND	9
▶ VALUE	8
▶ PLAYABILITY	8

BARGAIN SOFTWARE:

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C+VG COMPETITION

SPY VS SPY



I spy a real chiller thriller of a killer competition — Spy vs Spy 3: Artic Antics.

Yes, those Mad spies are back again battling to outsmart each other in the frozen wastes of the Artic. A right Cold War, in fact.

And thanks to our chums at Databyte we've got 50 copies of their crazy antics to give away in a great snow-covered competition.

Artic Antics is similar in format to those other smash hit Spy games. The spies this time are searching for a space helmet, charts, uranium cube and the mysterious "master carrier." Polar bears, penguins, blizzards send a shiver down their spines.

So how do you win the competition which has come in from the cold? Simple. If you were on a spying mission to a frozen land what five essential items would you take in your spy kit? That gives you plenty of scope. Be original and you could be a winner.

Artic Antics will be released on Commodore and Atari, both in cassette and disk formats. So don't forget to tick the appropriate boxes on the printed coupon.



My Arctic Antics Spy Kit consists of: ....

1 ....

2 ....

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4 ....

5 ....

Send your answers to Artic Antics Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is April 16th and the Masterspy's decision is final.

Artic Antic Competition

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Monty Mole

Security services have been called in to investigate allegations that a "mole" has been operating deep within Gremlin Graphics.

The mole — condenamed Monty — has been responsible for leaking secrets of the software company to the computer press.

Earlier this month C+VG received a telephone call from someone claiming to be Monty saying Gremlin has six sets of Monty Mole framed prints to give away as competition prizes.

Monty says the prizes will go to the people who come up with the best Mole jokes.

Squeaked Monty: "The heat is on. Gremlin has set Intermole on to me. I may have to skip the country and set up a hideaway in Moledavia. So it's Auf Wiedersehen Monty."

By a strange coincidence, Auf Wiedersehen Monty happens to be the title of Gremlin's next Monty Mole game. In it Monty must flee for his life across Europe and raise enough money to buy a Greek island.

Those readers wishing to send their Mole jokes to C+VG should write them in the space provided and send them to Monty Mole Jokes, Computer + Video Games, Priory Court, 30–32 Farringdon Lane, London EC1R 3AU. The closing date is April 16th the editor's sense of humour will decide the winner.



My Monty Mole Joke Is: ....

....

....

.... Age ....

MONTY MOLE JOKES

Name ....

Adress ....

....

C+VG COMPETITION

elite



PROGRAMMERS
GRAPHIC ARTISTS
COMPUTER MUSICIANS

We need **Programmers, Graphic Artists** and **Computer Musicians** to help develop our big hits for 1987. Games that will follow in the footsteps of classics such as 'Commando', 'Ghosts and Goblins', 'Paperboy' and others. In 1987 we will be releasing some of the years most prestigious titles – coin-op conversions, TV and film licences, character merchandised games – and several original products.

In particular, we are looking for personnel who will work on our biggest projects. These are the titles that are most important to us, and worth the most to you. Personnel working on these 'Special' projects would be expected to work 'in-house' and take some part in the design specification and development of the game. In return you will be offered highly competitive terms, either royalty or lump-sum if you prefer, and the security of working under contract.

Successful applicants will almost certainly have a history of involvement with commercially successful games; we are looking for **Experienced Professionals.**

If you feel you have the right qualifications in the field of game design, programming, graphics or music for the Spectrum, CBM64, Amstrad or Atari ST please reply enclosing a CV to:

Steve Wilcox
Elite Systems Ltd
Anchor House
Anchor Road
Aldridge
Walsall
WS9 8PW

Elite Systems Ltd., Anchor House, Anchor Road, Aldridge, Walsall, England. Telex: 336130 ELITE G

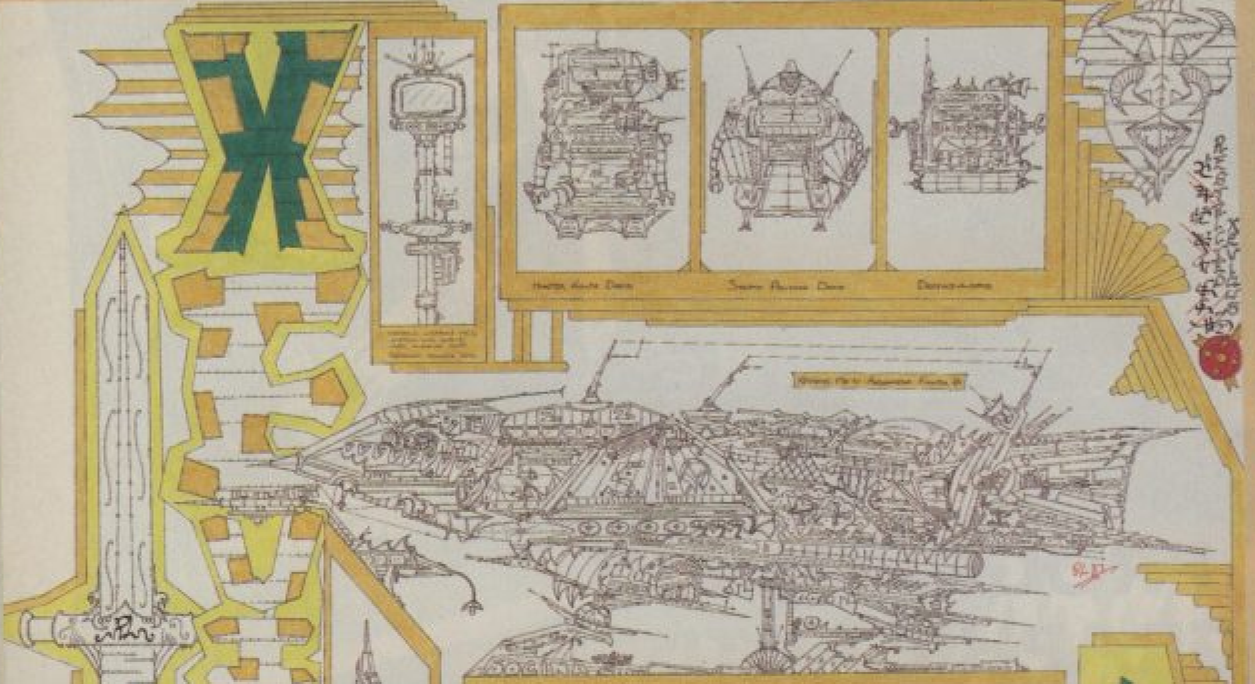
COMPETITIO

Unbelievable — that's the only word to describe the response to our Xevious competition. C+VG's office was deluged with entries from people frantic to get their hot hands on a Xevious arcade machine of their very own, read on for the winner and runners-up.

The prospect of winning an arcade machine/ prompted thousands of C+VG's mega-talented readers grap for pens, pencils, paints and paper to draw or paint a Xevious space ship.

So who is the winner? Congratulations go to Roy Lewis, 17, who lives near Preston in Lancashire. His friends are probably rushing round to his home eager to get their hands on the machine.

Second prize of a US Gold Grab Bag packed with games goes



▲ R LEWIS



▲ I ROSE

▼ R LEACH



▼ W LEE WAM KAN



▼ J RAY



▼ S POOLE



▼ N MOHAMMED



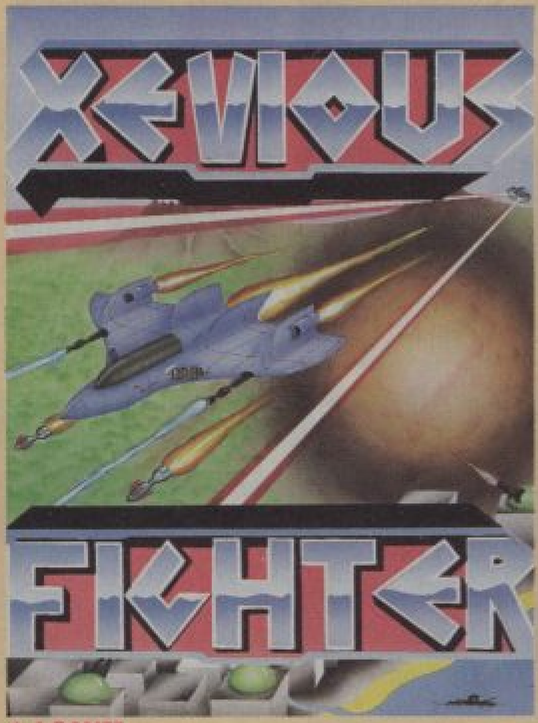
ON RESULTS

to William Lee Wah Kan, 18, of Amsterdam.

The next ten runners-up will get a copy of the Xevious computer game. They are: Steven Poole, 14, Battersea, London; Jonathan Eggelton, 15, Bletchley; Isaac Ganee, 14, London; Henri Pulla, 15, Helsinki, Finland; Nadeem Mohammed, 15, Walthamstow; J.M. Ray, 16, South Shields; Ian A Rose, 13, Redmile, Notts; Maxwell Robinson, Northampton; Richard Leach, 18, Bradford; Craig Cochrane, 13, Belfast. Five more runners-up get Big Red T-Shirts: C Kessell, 18, Cheltenham; Toby French, 13, Wooton, Beds; Sumedha Wijay Asiri, 12, Sale, Cheshire; NS Wenchin, 14, Kingsbury, London; Win de Gent, 15, Belgium.



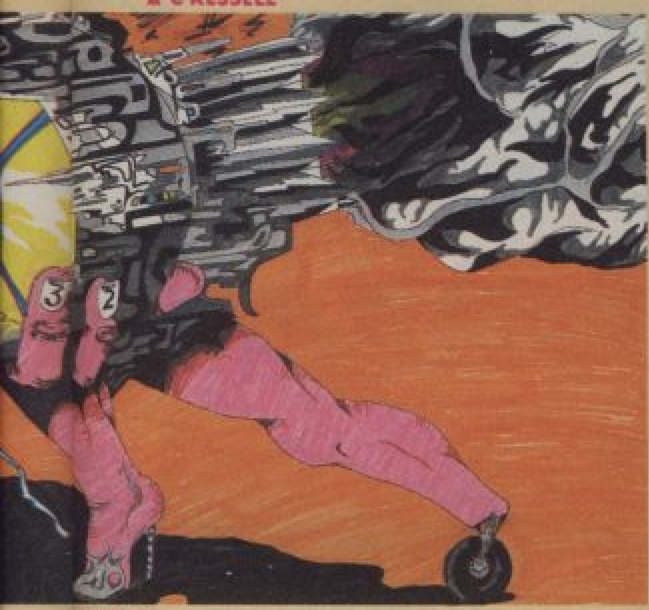
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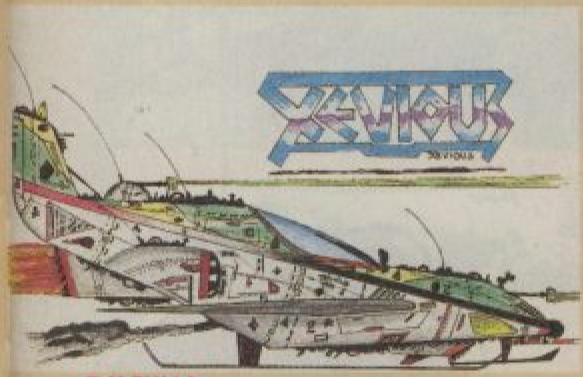
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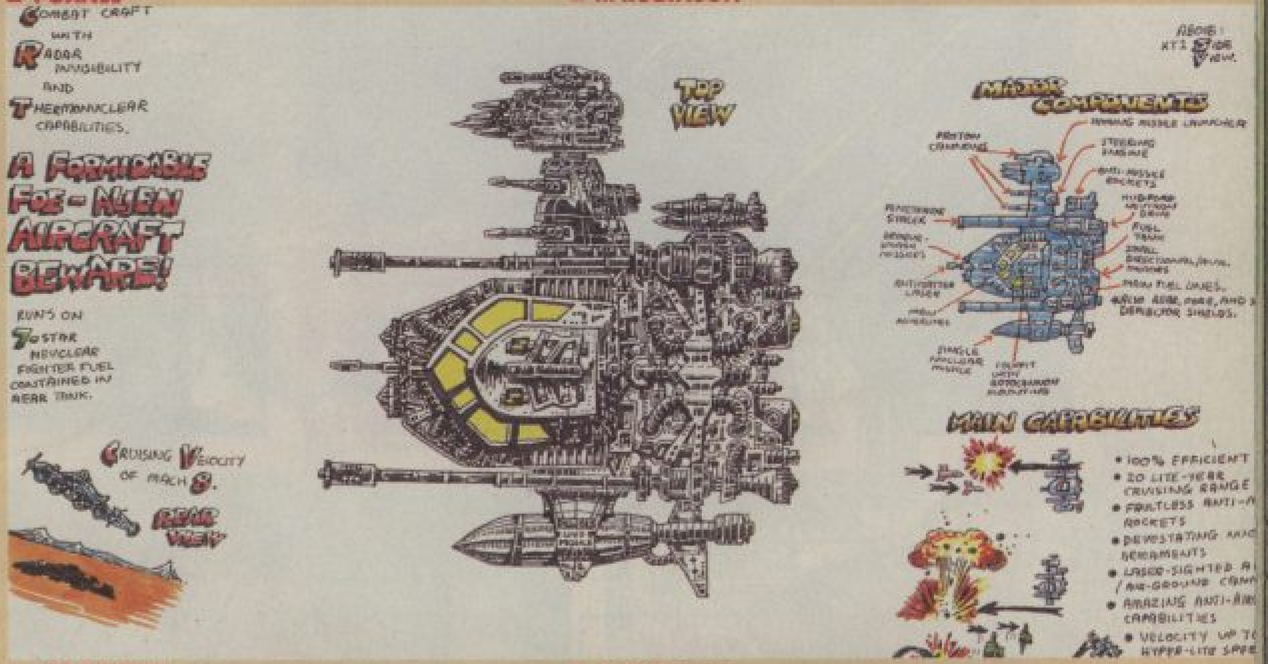


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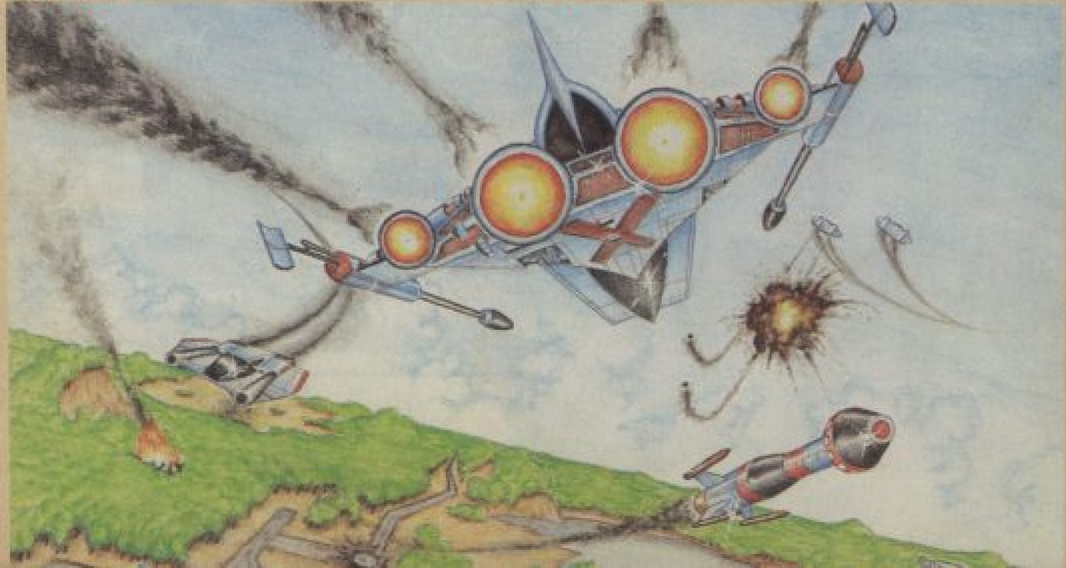
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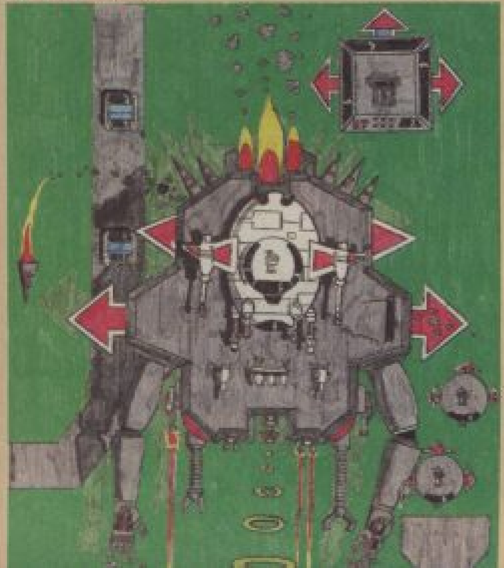


▼ H PULLA

▲ J EGGELTON

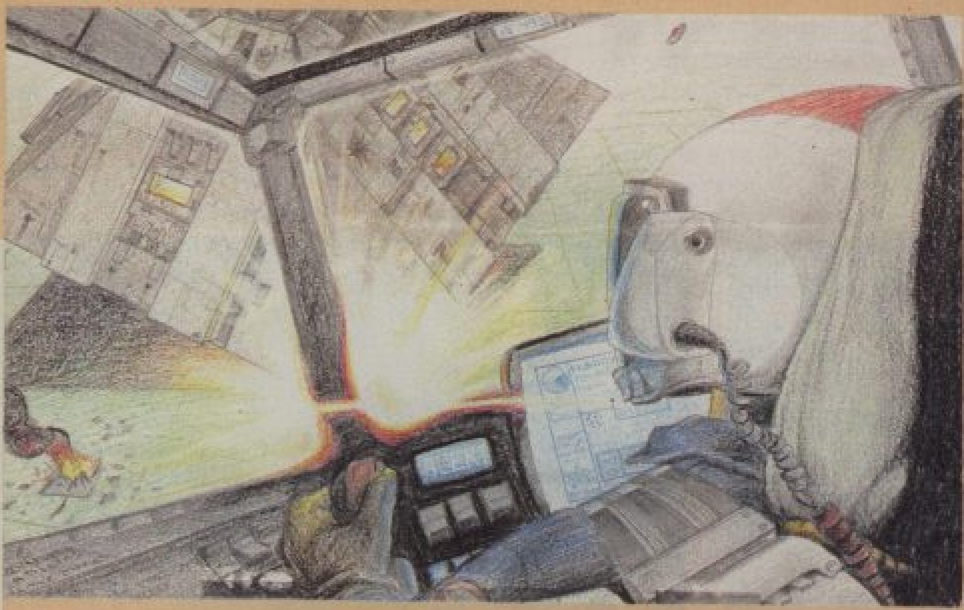


▼ C COCHRANE



COMPETITION RESULTS

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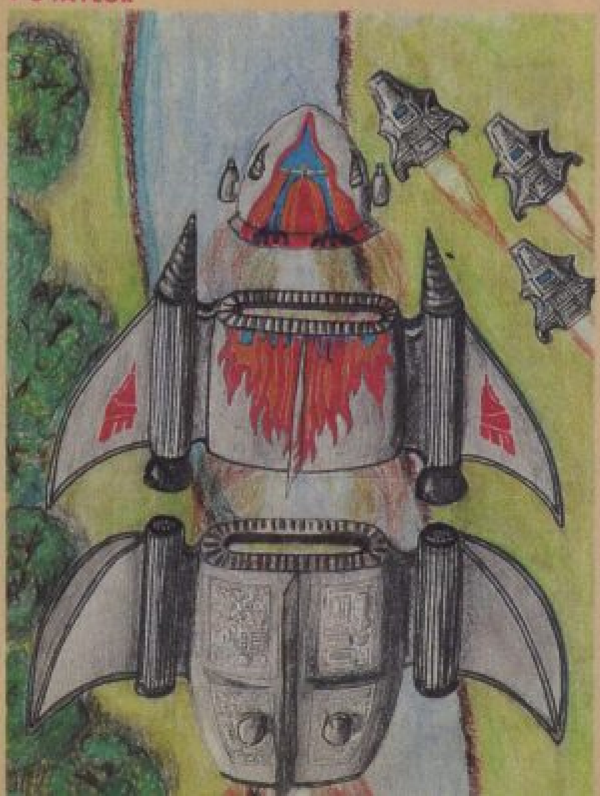
▼ S WIJAYASIRI



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▼ A SCOTT



▼ T ELORANTA



MURDER PARTY

New York. Night. A body lies slumped across a typewriter. Is he asleep or is he . . . DEAD? In the typewriter is a story — a tale of murder. Whodunnit? Marshal M. Rosethal, C+VG's American hit man, that's who.



Continued on page 46

MURDER PARTY

Murder parties were a favourite game to play in the parlours of the early 20th century. People enjoyed getting together to pretend to be detectives; to investigate fabricated crimes, sift through convoluted clues and documents before trying to guess whodunnit.

The fun is still going strong, only now it's been upgraded into the computer age.



MURDER PARTY, from Electronic Arts, takes on all the chores — leaving you with the important task of creating the proper party environment for the guests.

The program not only prints the invitations, it also eliminates the vexing necessity of the host having to know beforehand who the criminal really is. Only the computer knows WHO DONE IT, and it isn't telling.

Two distinct games are included. The Big Kill is based on the popular movie The Big Chill, and concerns a bunch of college friends reunited over the apparent suicide of a friend.

EMPIRE follows along the lines of the Dynasty television show, with a well-to-do family gathered to squabble and fight over the will of the un-beloved



Continued on page 48

MURDER PARTY

matriarch.

Each person attending receives a packat of information which includes biographical data about themselves and the other participants (each game can be played seven to eight times with a different ending since the computer can juggle the facts around).

The action takes place in a series of rounds as each player talks about his/her life in relationship to the victim, and to the others present.

As the game progresses, conversation becomes more intense as layer after layer of ugiy truth is revealed about everyone.

Finally, it's time to reveal the killer. Did you guess correctly? You'll just have to play the game to find out.

Author's bio: Marshal M. Rosenthal is a New York-based photographer whose advertising work takes him throughout the world. When he can come up for air; he also writes on computers, video and high-tech for a number of domestic and overseas publications.

Product information: Murder Party: Electronic Arts, 1820 Gateway Drive, San Mateo, California 94404.




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How many times can a man freak out over new games? Forever is the answer judging from American Main Man Marshal M. Rosenthal's reaction to the latest crop of Stateside goodies. So read on for sneak peaks to make you freak.

INSTANT

● MOEBUS



● MOEBUS



● DEGAS ELITE



Empty your mind of all earthly and polluted thoughts. The disciple Kaimen has abandoned the one true path of Moebus the Windwalker, and stolen the Orb of Celestial Harmony.

Ruin and devastation now result. It is your destiny to seek out Kaimen, return the Orb and bring peace back to the earthly plane.

This cannot be accomplished by thought alone. Your body must become as strong as oak, as potent as driving rain, and as directed as a ray of sunlight.

To help in attaining this goal are three instructors. The Sword Master, the Martial Arts Master and the Zen Master.

Only when you have finished this training can you venture forth in search of the Orb.

This search will take you through strange places, past obstacles and unusual strangers possessed of magical properties. Beware and be on guard.

Moebus is an adventure game that places as much emphasis on strategy and thought as it does on action and quick reflexes. Eating and drinking may not be exciting, but it's vital!

There's little time to wipe the sweat off your hands before returning them to the keyboard!

● Wargame fanatics will wax poetic on how a scenario can be completely changed by a single tactic, or through the application of a different manoeuvre. Their only complaint will be how "limited" a campaign may be, or how there aren't enough variations to try out. Time to shut up guys, 'cause now there's **Wargame Construction Set** from SSI.

The construction set does exactly what you think; it enables the wargame player to create his own worlds to battle in, whether it's Roman Legionnaires, NATO armies, or Space Marines.

A main menu prompts for the creation of all aspects of the upcoming game, played either against the computer or another person. This game can also be saved on disk for later use.

You create the various components using icons and menu screens. Complete maps can be formed, with rivers, roads, woods, cities and towns.

Combat takes place in phases which range from Observation through to Fire. There are all the difficulty levels to set that could be asked for, and even the colors of the various elements can be changed at whim.

● **Degas** was a quality drawing program for the Atari ST. **Degas Elite** completely outshines it! This new enhancement adds more features than can be easily mentioned, and brings the ST level with quality Amiga art packages like **Deluxe Paint** and **Aegis Draw.**

Degas Elite still uses two screens, one for the art while

● PIRATES OF THE BARBARY COAST



● PIRATES OF THE BARBARY COAST



Sneak peeP

KARMA

the other lists commands. However, additional drop-down menus can also be accessed.

New features include a four part animation cycle, and extra clipboard screens — depending on memory available.

A section of artwork can be turned into a block, which can be picked up as a self-contained brush without the background.

These "parts" can also be rotated, skewed and saved for later use.

An extremely convenient touch is that almost any kind of picture can be loaded, be it **NeoChrome**, **Degas** or the **Amiga IFF.**

Files can be saved with a special compressed format for greater packing on a disk as well.

● **Harrier Strike Mission** puts you in the pilot seat of a Mach 1, V/STOL (Vertical/Short Takeoff and Landing) combat plane, whose helicopter-like hovering ability gives it an edge in stability and movement.

Rather than just going for a joyride, let's leave the aircraft carrier and head for the nearby island.

The mission isn't too tough. Take out all the enemy fighters in the area, bomb the airbase and wipe it clean of tanks and surface to air missiles.

Good thing this baby is equipped with more than just speed — there's also a supply of flares for defence, and two 30mm cannons and three Sidewinder surface to air missiles for a posture of extreme offense.

While the mouse controls direction and firing, keyboard presses affect speed and throttle controls. Oncoming targets will be noted on the HUD (Heads-Up-Display), and can be viewed in various magnifications from the radar map while in flight.

Harrier features rapid movement combined with 3D shaded perspective. A unique "flipping" menu screen lets you set up the action to give you, or them, the edge.

You can even choose day or night scenarios. Just don't expect a leisurely flight.

● Journey back with us to a time and find a deck beneath your feet and a wind at your back. **Pirates of the Barbary Coast** joins animated action scenes with shrewdness, as you trade and ply the seas of Northern Africa in the 18th Century, in search of your kidnapped daughter and her abductor, Bloodthroat the Pirate.

You must raise her ransom within 30 days by trading goods between one port and another, while watching out for despicable rogues and ships flying the Jolly Roger.

Your vessel must be stocked with more than just cannon and grape — there are sailors to recruit and provide, as well as transactions to discuss.

Battles on the sea will affect both crews and goods, but hopefully a destroyed pirate's ship will provide plunder or useful information. There seems to be some hidden treasure about as well.

Text appears when necessary, either as a window (68000 machines) or at the bottom of the screen.

All controls are handled by the joystick or mouse. A simplified version is also available for the very young (six years and under).

Pirates is primarily a strategy game, one that can be played to completion within 90 minutes.

Cartoon-like graphics, original musical interludes and periodic animation enhance the program without turning it into just another shoot-em-up, although that's pretty much what the battle sequence is.

Cannons must be loaded, aimed and fired at the enemy. They're also firing at you, with sometimes fatal results!

What will be the outcome? Will you end up paying off Bloodthroat, or try to blow him and his scurvy crew out of the water?

● **Video Vegas** addresses the difficult problem of how to bet like a fool without ending up in the poor-house.

VV creates a graphic recreation of the most popular games to be found in any casino. There's "21" (or Blackjack), Keno, Draw Poker, and the ever popular silver dollar Slot Machine.

Production Information:

MOEBUS (Origin Systems):
for the Commodore 64/128
Distributed by Electronic Arts
1820 Gateway Drive
San Mateo, California 94404

DEGAS ELITE:
Batteries included
30 Mural Street
Richmond Hill, Ontario
L4B 1B5 Canada

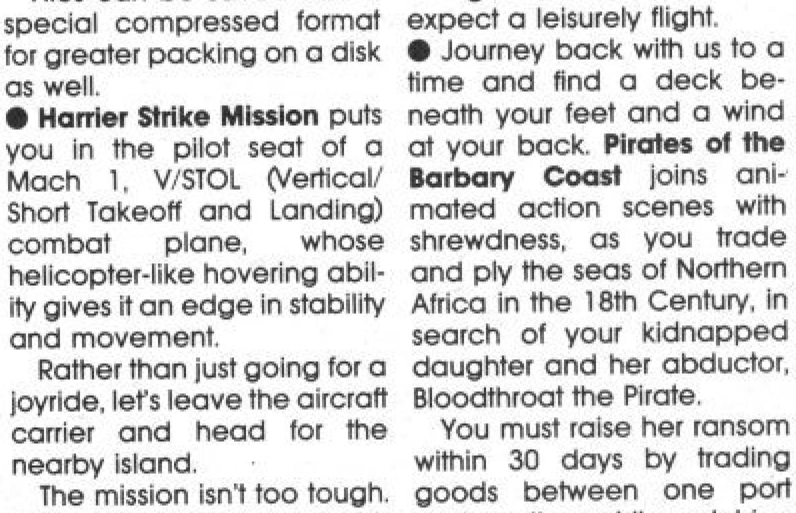
HARRIER STRIKE MISSION:
Various systems including Atari ST
Miles Computing
7741 Alabama, suite 2
Canoga Park, California 91304

PIRATES OF THE BARBARY COAST:
For the Atari XE-XL/ST and Commodore 64/128
TDC Distributors
3331 Bartlett Blvd., Park 33
Orlando, Florida 32811

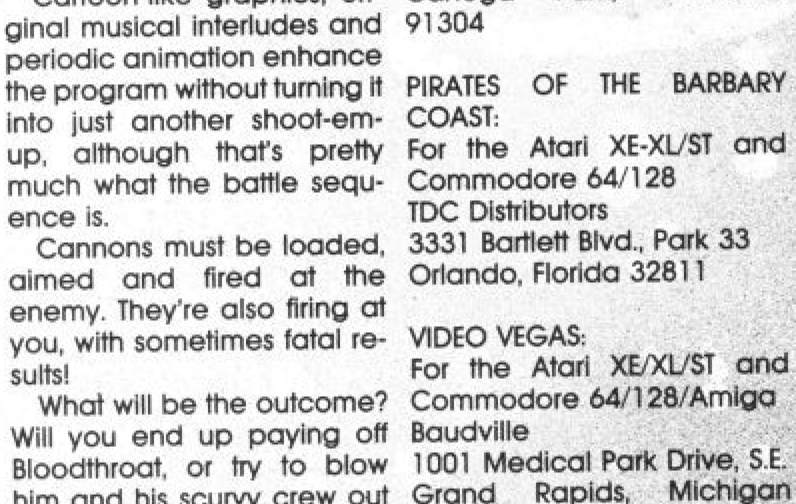
VIDEO VEGAS:
For the Atari XE/XL/ST and Commodore 64/128/Amiga
Baudville
1001 Medical Park Drive, S.E.
Grand Rapids, Michigan 49506

WAR CONSTRUCTION SET:
For the Atari XE/XL and Commodore 64/128
Strategic Simulations, Inc.
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Sneak peeP



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ADVENTURE SUPPLEMENT



Abandon hope all ye who enter here! 'Cos this is the annual C+VG adventure extravaganza when Keith Campbell and his band of apprentices are allowed to run riot through your favourite magazine. KC brings you the best adventure coverage anywhere year round in C+VG but here he's got a few extra special items. Like the newie from Level 9 called Knight Orc. Like everyone's favourite school Grange Hill, which is getting the adventure treatment. Like the Adventure Helpline A-Z — all the clues fit to print from Keith's extensive database. Then there's the second in KC's Complete Solutions — this time he deals a devastating blow to The Boggit. All that plus the regular review, news and your letters. What more could you ask for?

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- MATTHEW WOODLEY
- DANIEL GILBERT
- ADRIAN BOLT
- FARINGDON FIEND

ADVENTURE



EUREKA

Eureka was music to the ears of the C+VG Adventure Helpline. It came blasting out at full volume from the Domark stand at 1984's PCW Show — right next to where Keith Campbell and his two tireless apprentices, Paul Coppins and Simon Marsh, were dispensing clues to troubled adventurers.

One year later Eureka was sweet music indeed to Matthew Woodley, then aged 15, and now himself a member of the C+VG Adventure team. He had won the £25,000 prize by being the first person to discover the secret phone number to ring.

Here, Matthew explains how he came to play Eureka, and reveals the trials and tribulations that eventually led him to that all-important number!



It was at the PCW Show of 1984 when *Eureka* first came to my attention. But then, I had been the proud owner of a Commodore 64 for six months, and my software collection was devoid of an adventure game. With this in mind, I visited the Domark stand, took a leaflet, and gazed at the suitcase full of lovely money. And gazed, and gazed, and gazed. . .

That night, when I returned home, I talked about it to my brother Mark. As I was rather short of money, I persuaded him to buy it, and the next morning he sent £15 off to order the game. But Mark was just about to go off to University (ho ho!) and by the time *Eureka* arrived, I had the game and the computer all to myself!

I played all the adventures to start with, and then chose my favourite, Roman Adventure, to try to finish first. After playing for a few hours, I started to draw up a map, and then continued with the other adventures, but becoming rather frustrated at the lack of a save-game facility, I left them, and resorted to playing arcade games.

Sometime in 1985, C+VG printed a map and solution to the Prehistoric Adventure, and I took to *Eureka* again! After completing Prehistoric with ease, I moved on to Wartime Germany. Now my interest was being fuelled increasingly by the pot of gold at the end of the rainbow, and within a couple of weeks I had completed it.

Next I went back to Roman Italy, which took a few weeks to complete, as the problems seemed more complex. Once I'd resisted the temptation to go to the orgy, and started a fire to confuse the fiddling Nero (how come he wasn't at the orgy?) I had the Talisman.

From Rome to the Caribbean, the last game in chronological order, and also the hardest. With the aid of a history book to answer some of the introductory questions, I eventually had another Talisman.

By now it was Easter 1985. I had started to look at the Eureka booklet, which came with the game, and which contained cryptic clues by Stephan Byrne. I quickly finished the Arthurian adventure.

I could write a whole book myself on all the different ways I tried to obtain that telephone number! One methods was to make a number from the Prehistoric border, and to work out the morse code in the German section.

The main answer was in The Bible. I made the connection with The Bible from Roman adventure, but there were references in the booklet, which hinted at Revelation Chapter 22 Verse 13. This comes from clues in the book which give: re, c, v, 22, 13.

Having got the biblical verse, the letters had to be transcribed to numbers in Base 10 form. So the sequence ran: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 11, 12, 13 etc. The third verse of Chapter 6 in the booklet tells you there are "three of each ignoring one". In the biblical verse there are 4 "THE's and 3 "AND's. So ignoring the last THE, it turns out that using Base 10, each letter in THE and AND falls to a certain number. For example, T falls at 25, 43, and 52. Add these together to get 120, then add the three digits of 120 together to get 3. Therefore T=3.

So there are six runners for the six letters. Using the biblical verse the next four letters can be filled in, giving ten numbers and ten letters. Examining the pictures and poems from each chapter reveals two letters. Each adventure is represented in the race picture in chapter 6. Arthurian wins the race, and its letters are LS. The number for L is 0, and for S is 2. So the phone number commenced 02!

At this point I rang the number to be confronted by an answerphone. It mentioned nothing about Eureka, so when it asked me to leave a message, I hung up! I subsequently phoned three more times, until I plucked up enough courage to give my name and address, and reason for phoning. And then I rang again, because I thought I had forgotten to add my phone number.

Finally I got it right, and 15 minutes later, Dominic Wheatley of Domark phoned me up to tell me I had won! After picking myself up from the floor, I told my family, and we went to the Domark office to celebrate.

If you played *Eureka* too, I hope you enjoyed it! Keep your fingers crossed for *Eureka II*, which will also have the lovely prize money.

I would like to take this opportunity to thank my family (especially my Mum) for encouragement, and to thank Mark and Dominic, Lizzie, and Co. at Domark, for making the year so enjoyable.

PREVIEWS PREVIEWS PREVIEWS

GRANGE HILL

You boy! Stand still. What's that in your pocket? Come on, you miserable little creature, show me. *Grange Hill?* Computer game? Right, this is confiscated. Get it back at the end of term. No buts. On your way, boy.

► **SUPPLIER: ARGUS PRESS SOFTWARE**
► **MACHINES: SPECTRUM/ AMSTRAD, CBM**
► **PRICE: £9.95**
► **REVIEWER: PAUL BOUGHTON**

Grange Hill is a classic of children's television. It's been running for ten years now. An ideal candidate for a computer game, I would have thought. Argus Press Software obviously think so, too.

At the time of writing I've only seen a pre-production Spectrum and Amstrad version. So a full review will follow later. This is what you might call a half term report.

Strictly speaking this is an arcade adventure, the type of game Keith Campbell raises his eyebrows at when it goes into the adventure section.

The storyline is based on the book *Grange Hill After Hours*, written by the programme's creator Phil Redmond, and centres on two characters, Luke "Gonch" Gardner and Paul "Hollo" Holloway.

Gonch has a problem. His stereo walkman has been confiscated.

If he goes home without it, his mum will not be pleased. Gonch's last walkman was stolen from the staffroom when it was also confiscated. Mum now demands to see his new one everytime he goes home.

Unless Gonch can get his walkman back, he's in danger of getting a severe case of the verbals from mum and probably a few backhands. Not a pleasant prospect.

There's only one answer — get the walkman back. Gonch gets Hollo to accompany him on his hazardous task.

The intrepid duo must find a way into the school, find their way through a maze of heating pipes, avoid getting caught, get the stereo and get out — all before midnight strikes.

The top half of the screen is taken up with a window on the action.

You control Gonch with the joystick. Hitting the fire button will bring up a menu with various options PICK UP, DROP, USE, EXAMINE, etc. When you meet other characters you can also talk to them and get a response.

There's even a drug pusher in the game. One tip — never say anything but "No" to him. It'll get you extra points.

There are lots of items to collect — fishing rods, bone (useful for luring a dog which keeps savaging Gonch), and lots more.

The Amstrad version has some decent digitised pictures of Hollo, Gonch and Griffiths, the school's caretaker, but the graphics of the rest of the game don't really impress.

The puzzles, however, I found very intriguing and entertaining.

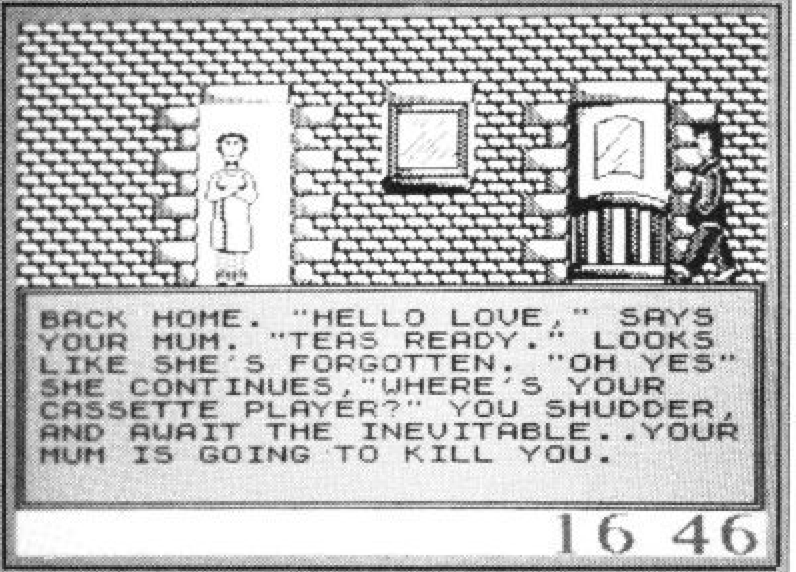
The text for the adventure contains some really annoying mistakes. Just take a look at the screen shots on this page. One contains "TEAS READY" instead of "TEA'S READY" and another "SHES A RIGHT NUT-JOB" instead of "SHE'S A RIGHT NUT-JOB".

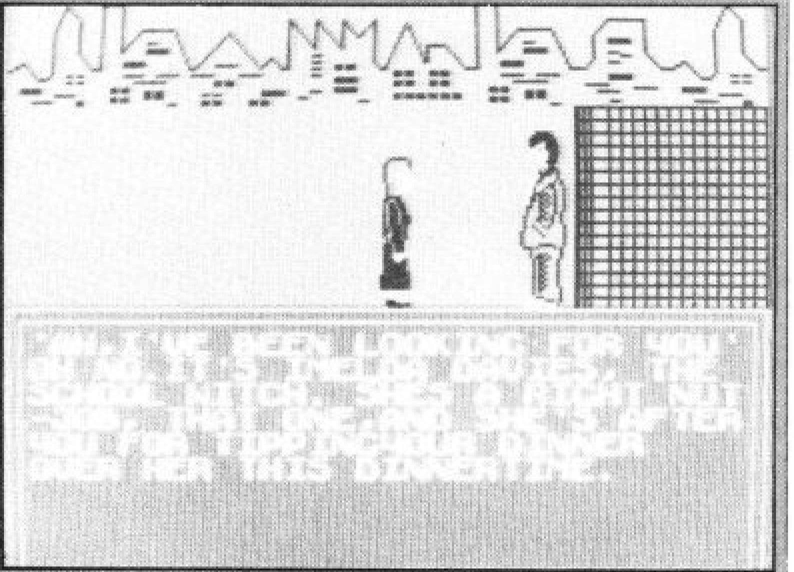
And again, there's a space missing, between TIPPINGYOUR. Annoying.

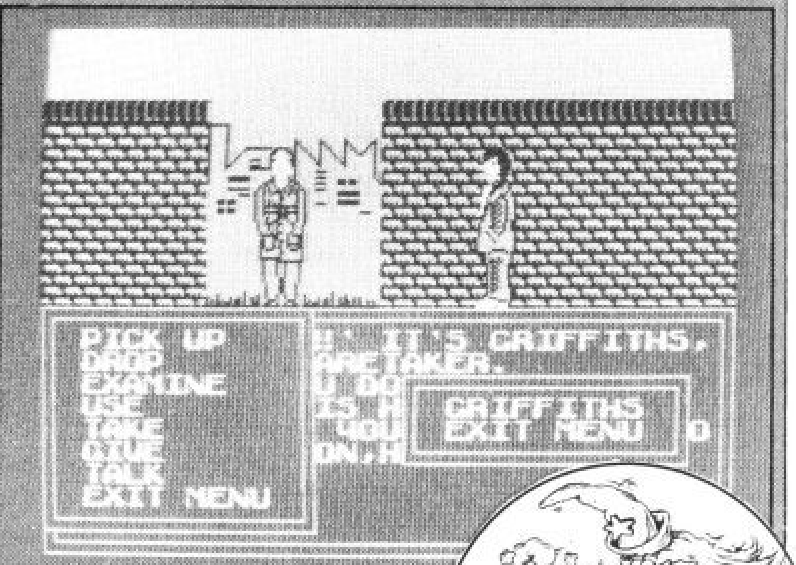
Okay, I accept these mistakes don't really affect the game but they do grate.

Grange Hill was designed by Colin Jones, whose past games have never been different. *Deus ex Machina* and *iD* probably being the best known. The programming is by Binary Design.

Final judgement must wait until we receive a finished version so there are no scores. But if pressed for an opinion it would have to be "Hmmmmm." Will it be a hit? I can definitely say: "Please, Sir, I don't know."









THE FIEND SPEAKS

Right you lot, now you really are in trouble! The Faringdon Fiend, number one Public Nuisance, is at large, leading a one-Fiend campaign against poor adventure writers. Unlike more apathetic mortals, The Fiend does not sit still and accept bad games in silence. He complains loudly and bitterly, and mainly to Keith Campbell. The Fiend's identity still remains a secret — even to us at C+VG. But eventually, Keith broke. No longer could he alone bear to suffer this regular onslaught of anger and abuse alone. So we asked The Fiend to give you, the readers, a taste of his venom. Here, for the first time in C+VG, The Fiend writes . . .

Where did I come from? What awful event led to the birth of **The Fiend**? What caused **The Fiend** to crawl out of the dark corners of the mind of an ordinary adventure player?

All this will remain a secret, known only to myself and those superior beings who were not too mean to fork out a couple of measly quid to join the C+VG Adventure Club. They found out in the last newsletter!

Suffice to say that I am here, I exist, and I will never go away until producers of adventure games stop selling faulty programs to us poor unsuspecting players.

Things have been so bad this past year, that **The Fiend** can think of only ONE game that raised feelings of admiration, intrigue, and of money well spent. Every other game, and I have played most of them, has raised anger, for one reason or another.

Does anyone out there think *Bored of the Rings* is funny? Then you are too easily amused. Does anyone actually think that any "funny" game is a true adventure? If you do, then I raise my shaggy eyebrows in your general direction.

It is a sad indictment of the current state of adventure writing, that as I sit here typing, I am casting my eyes over the top 30 adventure games being played (as defined in another magazine, I admit) and I see that 18 of them are arcade adventures, and that the highest true adventure is *The Hobbit* at number six.

But it is not of these that I wish to rant and rave, but at what I would call "proper" adventures. You know, with words and graphics (if you must) and without the little man running about "manipulating" objects and rodgering the odd sprite.

So what is it that sends **The Fiend** into fits of rage? What is it about adventure games that gets right up my amply proportioned hooter?

And for those of you who have not read the last page of your favourite mag latterly, I must say that **The Fiend's** nose is much bigger than that of Tony Takoushi and many more things get up it than his, and it has far more horrible things hanging down it as well.

It is **The Fiend's** proposition that a well written adventure should contain many puzzles and problems, and that the solutions should be logical, even if obscure.

These solutions should involve the manipulation of objects, or the possession of the said objects at the appropriate time and/or place.

The use of obscure vocabulary as a solution is totally unacceptable. So here are my gripes.

Which of you can honestly say that you have never been stuck in an adventure because of a vocabulary problem? **The Fiend** has, many times. Perhaps the most glaring example of this is contained — or should I say not contained? — in *Claybore Castle*. Can anyone justify why the game does not recognise the word "cupboard"?

I call this kind of atrocity the "shine sonic" syndrome. Those of you who have played Ship of Doon will know exactly what I mean.

To make matters worse, the latest Scott Adams game, *Fantastic Four*, requires multiple word inputs to solve some of the problems. And they must be the right words in the right order.

One of my favourite hates is *Fourth Protocol*. What a wonderful game it would have been if only they had finished it first. How can any game get onto the market which crashes when you simply enter one of the locations? It happens in my version, in The Barbican.

And was I alone in my ability not to finish *Gremlins* because I could not put down a piece of plastic pipe, because, reasonably, I had held it while I connected it? You must drop it before connection or you get stuck with it — it becomes undroppable!

Never, ever, should a game kill off an adventurer without prior warning. The warning may be embedded in an 'examine' routine — that is totally acceptable. And it is reasonable to destroy anyone stupid enought to jump off a cliff, or drop a bomb on themselves. But it is well below the belt for a perfectly reasonable and logical action to result in death.

As an example, I cite *Seas Of Blood* for the corpse in the tunnel below the Roc's nest. What would you do if presented with this object? You would examine it, of course.

WRONG! If you do then some sort of worm will leap upon you and burrow into your body.

Or you could try taking the ring from the skeleton. Same result, and back to the start you go.

Why, oh why, do people think it acceptable to produce illogical games provided they call them "funny"? They don't make **The Fiend** laugh. I will excuse *Very Big Cave*, however, because of its wonderful swear routine. But how about *Zzzzz?* Knocking on the door elicits no response, but ringing the bicycle bell does! And what about *The Hobbit*, where the only way to pass the bulbous eyes is to wait TWICE in each location?

Who in their right mind could figure that one out? I could go on, but I feel my blood pressure rising.

I do not like graphics. I hate graphics. They occupy memory that could be better used to enlarge the game and improve the vocabulary. It appears, howeer, that only that nice Mr. Campbell and **The Fiend** dislike graphics. (Here — leave me out of this! KC) What's the matter with the rest of you? Do you lack the imagination to play a game without, or do you just like the pretty colours?

The Fiend challenges anyone to rise to the defence of the graphic Level 9 games when compared with their wonderful early adventures. I wouldn't mind half so much if these graphics were worth having.

This is less of a problem nowadays, but then they re-released *Holy Grail*, didn't they? **The Fiend** couldn't play this game, and started screaming with boredom while waiting for a picture to draw, or the computer to reply.

The Hobbit has them. So does *Lord Of The Rings*, *Sherlock*, and *Fantasia Diammond*. All these have one thing in common, and that is, you can spend more time chasing the characters around than in solving the game. *Fantasia* was a classic, where one independent character could, and often did, quite happily kill another, and that other was needed to complete the game!

Now it is time for me to slink off into the undergrowth once more. But before I go, what is the only adventure I found worthy this twelve months gone? What game is so good that it passes all my stringent criteria?

Well, I am not going to tell you! The Public Nuisance!

KNIGHT ORC

As exclusively predicted in C+VG last June, *Knight Orc* was to be Level 9's next major adventure following *Price Of Magik*. Now it is almost upon us, and Level 9's Pete Austin, complete with Amiga, travelled the motorways from Bracknell to Brighton to give Keith Campbell this exclusive preview. . . .



A number of the early adventures produced by Level 9 were each complete in themselves, yet formed parts of trilogies. These trilogies were brought together under the Rainbird label recently as **Jewels Of Darkness** and **Silicon Dreams.**

In **Knight Orc,** Level 9 has departed from their normal practice of producing a single game at a time, and has come up with a whole new trilogy all at once. It will be necessary to complete part one before proceeding to the other parts, although, as an introductory game, the first part is complete in itself.

This is the first game to be developed by the Austins on the Atari ST, and it was done using a completely new adventure system. The range of commands and facilities available to the player has been increased to the point of giving the game an entirely new 'feel', eliminating the tedious aspects of playing an adventure with a large number of locations.

Knight Orc is a multi-character, single-player game. There are about fifty independent characters in the game, who all go about their normal lives whilst the adventurer is adventuring. They can be commanded, and can be followed. They also have a tendency to repossess any of their property that may have found its way into the player's grasp during the game.

This is where the game differs from all others that I can think of, and points to the direction of future Level 9 adventures. Pete Austin believes that characters have been too fixed in their reaction to events, even in Infocom games. In **Suspect**, for example, the many people attending Veronica Ashcroft's fancy dress ball, all wander around doing their own thing, but respond very fixedly to any interference in their movements, unless specifically allowed for in the game.

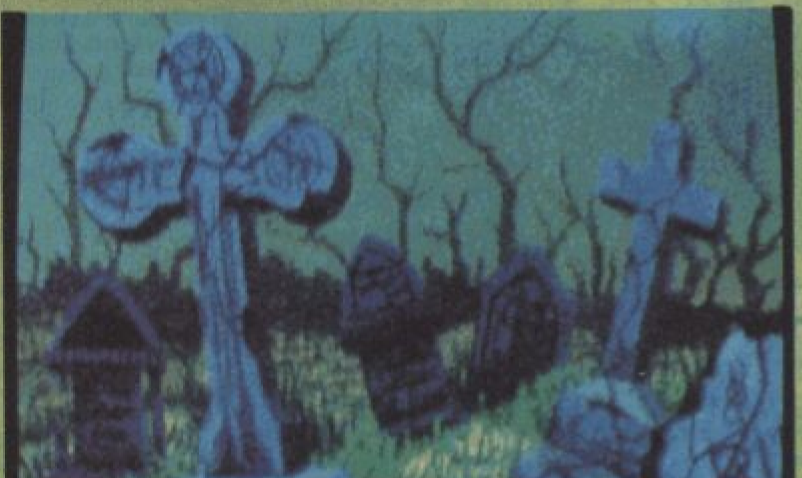
In **Knight Orc,** things are much more flexible. The player can get to any location (providing there isn't a puzzle to solve en-route) by commanding GO TO (place). This walks the player along the best route to that location, displaying all the relevant information as he passes through. If the player has a change of mind whilst this is happening, the process can be halted by simply pressing any key. This virtually eliminates the need to make a map; indeed, the player is positively discouraged from doing so in the game's instructions.

Not only can the player go to any location, he can command other game character to do so as well. So, for example, HELEN, FIND THE SWORD, GET THE SWORD, FIND ME, GIVE THE SWORD TO ME, will set Helen trotting off in search of the sword. Eventually she will return to wherever you are at the appropriate time, and deliver the sword. In the meantime, you can be getting on with something else.

As far as the program is concerned, Helen is not just held back for a suitable number of moves and then made to re-appear at the player's current location with the sword — she actually goes and gets it just as the player would do himself. That means that if the player happened to intercept her route to or from the sword's location, he would meet up with her. He could then, if he wished, FOLLOW HELEN, and would do so until he commanded STOP FOLLOWING.

A number of characters can be under similar commands concurrently, the limit being the space remaining in the buffer that keeps track of it all.





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COMMODORE 1702 colour monitor for use with CBM computers, for sale, hardly used, still boxed, in excellent condition, cost £230, sell for £90. Phone 01-748 1895 after 6pm (Richard).

AMSTRAD COMPUTER GAMES for sale. Lightforce £3, Bomb Jack £2.75, Kung Fu Master £2.50, 3D Boxing £2.30. Plus many more from 75p, all prices include p&p. Also Issues 1 and 2 of Amstrad user magazine dated 1984 and 1 to 16 issues of Amstrad Action. Open to offers. Phone 0782 518236. Ask for Jason.

COMMODORE 64 GAMES TO SWAP (tape only). I've got many good games. I will answer all letters. Write to Christian Sveholm, Rönnvägen 16 C23, 10650 Ekenas 5, Finland.

FREE! Grafpad 2 digitising tablet. Just send 15 of your best CBM 64 games on disk. The person who sends the best games wins the Grafpad. All losing disks are returned. Mr R. Manley, 4 Rein Gardens, Tingley, West Yorkshire WF3 1JR.

AMSTRAD ORIGINALS on cassette to sell or swap for Atari VCS cartridges. Elite, Commando, Marsport, Starion and many others. Seap all, plus cash for Atari 7800. Tel: 0532 672723 evenings.

GODS! You are a brain, a God, creator and destroyer and you thirst for power. This is total war, the war of the Gods! £3 for start up pack + 2 free turns or send for details on this exciting PBM game. Send to: Elite PBM Games, Henri Houssaye 16, 1410 Waterloo, Belgium.

CBM64: 22 games for sale inc Uridium, Paradroid, 1942, Parallax, etc. Worth over £200, only £80. Also C128 Rocky Horror (disc) £8. Write: D. Huntley, 43 Fullwood Ave, Newhaven, East Sussex.

COMMODORE 64 SOFTWARE TO SWAP. 1000 titles, many new from USA. Contact Adrian Roberts, 75 Elvaston Road, North Wingfield, Chesterfield, Derbyshire S42 5HH.

ATARI 1300XE COMPUTER £70, Atari 800 Computer £50, 810 disk drive £70, 850 interface module £70, 410 cassette £20, all excellent condition. Owner upgrading. Phone Andy on Burwash 882121 (evenings & weekends).

AMSTRAD CPC 464 only 6 months old, vgc, for sale together with colour monitor, instruction manual, plus 16 software games. Total worth £350. Will accept £200. Genuine bargain due to upgrading. Contact Ashford, Middx (0784) 244614.

CBM 64 SOFTWARE TO SWAP. 1000 + titles, including latest games. Send lists to Gavin Reeves at 8 St Margarets Road, Leyfields, Tamworth, Staffs B79 8HJ, England, or telephone 0827 67625. 4pm-11pm. Disk only.

COMMODORE 64 OWNER wishes to swap games with people in Europe. I already have contacts in the USA. I have 800-1000 games which I'd like to swap. Please send lists and games to Jonathan, 45 Downfield Ave, Ings Bridge Est, Hull, HU6 7XE, England.

HEY YOU, don't read that, read this. Here is an ad for THE Spectrum (48k and 128k) fanzine called Loaded. It has everything, news, reviews, preview, features, plus lots more. Send 60p (including postage) for a copy of the latest issue to: 15 Melbourn Road, Bishopstown, Cork, Ireland.

BARGAIN! Amstrad 464 computer, GT 64 green screen monitor, MP-2 modulator (for colour TV) + brand new Maestro sound system with two Techno speakers! Also Amstrad 464 has brand new tape recorder system fitted only days ago! Well over £250 of original software including Space Harrier, Ikari Warriors and Gauntlet. Literature included. Worth over £550, sell for £300 (open to reasonable offers). Tel: 513386 (5pm-10pm). Ask for Nick.

HI, YOU FREAKY JOYSTICK DESTROYERS! we are two Commodore 64 owners, and we will be happy if some other 64 owners would like to swap all kind of software with us! If you are interested, then write a letter to us. All letters answered. Write to: Christian Bonnesen, Londoevaenget 41, 8381 Mundelstrup, Denmark, or to: Ole Henriksen, Lindoevaenget 6, 8381 Mundelstrup, Denmark.

ATARI 130XE, 1050 disc drive, data recorder + Ballblazer, Koronisrift, Star Raiders II, F15-Strike. Eagle & many more. All new. Actual price £400, only £260 the lot. Ring: Darren (0602) 636948.

FOR SALE: 48k Spectrum + data recorder + Quickshot joystock + interface + 10 starter games, ie Chess, Reversi, VU-3D, etc. Excellent condition, asking £100 ono, or exchange for Spectrum 128+2. Tel: (0742) 431695 after 4pm. Ask for Philip.

COMMODORE 64 original software to swap or sell. Many present day titles, looking for a lot more. Phone (0222) 731451 and ask for Craig. Oversears welcome.

ATARI 800XL (64k), 1050 disc drive with happy & US Doulder chips fitted, which offers warp speed loading + an excellent selection of software titles of 200+ contain on disc, 2 joysticks. All in very good condition and complete with manuals. Worth over £700, will sell for £300. Phone Mark (0246) 852886 after 6.30pm.

FOR SALE: Spectrum 48k with leads, 2 instruction manuals, 37 original tapes, light pen and software, Kempston interface and joystick, 4 tip books, plus 18 magazines. Worth £500+, asking £275 ono. Call :01-902 1090. All in perfect working order.

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Warning: It is illegal to sell duplicated or pirated software on tape or disc. You will now be liable for prosecution. All suspect advertisements will be forwarded to the Federation against Software Theft for further inspection.

ATARI 800 (48k), 1010 cassette recorder + Basic cartridge + an excellent selection of software titles of 100+ on tape, joystick. All in very good condition and complete with manuals. Worth over £250, will sell for £100 ono. Phone Mark (0246) 852886 after 7pm.

BBC B (1.2OS) with carrying case and data recorder. Over 650 tapes (all originals), inc many bestsellers. Many bound issues of BBC and other magazines. Cannot split – for collection only. Worth £1,700, will accept £1,300. Tel: 01-200 6316 (evenings only).

FOR SALE: CBM 64 reset switches £1.50. Spectrum on/off power switches £4. Connect your CBM 64 or Atari 8 bit to your hi-fi (via your monitor socket) with an audio lead (give or draw the hi-fi sockets). 1 meter lead £2 (add 50p per extra meter required). Also Atari 800XL software to swap (cass/disk, over 40 titles). Make cheques/pos payable to Colin Froggatt. Please add 50p p&p. Send orders and lists to 13 Edith Terrace, Sunnyfields, Doncaster, S Yorks DN5 8RT.

ATARI ST OWNER wishes to make contact with fellow ST owners in Europe and the USA with a view to exchanging software. Please write to Merseyside Atari Club, 84 Fitzroy Way, Liverpool, Merseyside, England L6 1JS.

NUDES!! Now I have your attention. Spectrum 48k, Kempston interface, games, including Top Gun, Star Glider – Originals – need the money. £77 ono. Tel: 0742 401289 after 6pm.

COMMODORE 64 tape back-up board will back up all turbo leads onto a normal audio tape recorder. Send a cheque or p/o for £4.95 to Michael Rowlands, 53 Whitehall Lane, Gravesend, Kent DA12 5LT.

NORWEGIAN HACKER wants to swap with people all round the world. I have a CBM 64 – originals only please – send your list to: Gunner Ronning, Fossumberget 30,0983 Oslo 9, Norway. Tel: 02 108516.

COMMODORE MPS 803 printer for sale, £50 or suitable exchange for 1541 disk drive or modem. Tel: Southwater 731342, Mr Barry Spooner, 7 Smugglers Way, Barns Green, Sussex.

COMMODORE 64 software to swap, lots of new titles – tape or disk. Send your list for mine to Paul Sargent, 16 Chiltern Approach, Canvey Island, Essex SS89 9SJ. or Tel: 0268 681463. All letters answered.

ATARI 800XL cassette games for sale for all those Atari freaks with a new computer. Over 50 games, these include Red Max, Despatch rider, Scooter, Spellbound. All originals and they are only £1 or £5. Send sae to Mr A. Shilstone, 121 Slades Drive, Chislehurst, Kent BR7 6JE for list.

ST KARATE for sale, £10. Phone 028487 547 after 4pm and ask for Richard.

AMSTRAD TAPES for sale, Beach Head, World Series Baseball, World Cup Carnival, The Price of Magik, £6 (Irish) each, or will swap any for Tau Ceti. (Eire only). Tel: (Dublin) 863024.

CBM 64 OWNER wants to swap disk and tape with people all over the world. I have the latest games. Send your list for mine or call C. Warmenhoven, Tichelkuilen 208, 7206 Zutphen, Holland 05750-21674.

NEED HELP? with one of these, Spellbound, Boggit, Pawn, and many others, then write to Adrian Harris, 57 Franklin Street, Scarborough YO12 7JU. If you want a full list then send an sae.

DISKS: 5¼ 10 for £7.50 inc p&p. C. Heathcote, Deckham Hotel, Old Durham Rd, Gateshead, NE9 3TR. Tel: (0910) 4781249 4-6pm.

AMSTRAD CPC 464 colour monitor, 130 games all cassette cased, mags, Euromax pro joystock, computer cover. Wants Commodore 64 cassette recorder disk drive and software with joystick. Tel: (0787) 281160. Ask for James.

ACORN ELECTRON for sale, plus l, leads mains adapter, data recorder. 20 games worth £250, will sell for £95 ono. Tel: 01-423 0208.

ATAIR ST. I am a bot from Norway who wants to swap games. Originals only. Send your list to: Bjarte Koppen, 6160 Hovdebygda, Norway.

ATARI ST original programs all very cheap. Send for list to Mike, 19 Portree Drive, Rise Park, Nottingham NG5 5DT or ring (0602) 274369.

ATARI 800 for sale, over £200 of software, £70. Tel: (06284) 73187.

SPECTRUM 48k with manuals and carry case and Kempston Interface, joystick and excellent selection of software. Best offer accepted. Phone Stevenage 0438 362937.

AMSTRAD CPC 464 ith green monitor and colour modulator and quickshot II joystick and approx 50 original titles and manual. £350 ono. Tel: 0422 54425. Ask for Andrew.

48K SPECTRUM PLUS, tape recorder, Protek switchable interface, Quickshot II joystick, magazines, boxed over £300 of software. Worth £475, bargain at £200. Tel: 058283 3917. Wheathampstead Herts, after 4.30pm, ask for Marcus.

GROUP A INTERNATIONAL would like contact with all crews throughout the world, reply quickly for newest stuff. Or phone 051 639 3766. Write to Group A International, 58 Charlotte Road, Wallasey, Merseyside L44 0DW, England. Greetings to SC9 Triad Gamebusters and Omega Man.

CBM 64 SOFTWARE to swap, tape or disc. All latest titles including: Gauntlet, Paperboy, 1942, Leaderboard, Trailblazer, Dandy, and many more. Send list to Barry Desmond, Carrigfadda, Skibbereen, Co Cork, Ireland. All letters answered.

COMMODORE HINTS AND POKES, send 30p and 1st class stamp to C. Ellis, 22 Lostock Grove, Stretford, Manchester M32 9RP.

CBM 64 GAMES for sale. 22 originals worth, £130 plus. Including Sentinal, Back to the Future, Indiana Jones, Daley Thompson and more, £50. Will swap. Tel: 0842 63621 after 5pm weekdays.

ATARI 800XL, plus recorder and over £200 owrth of games including: F15 Strike Eagle, Goonies, Pole Position, Spy Hunter, Electra Glide, Drelbs and 30 others, will accept £120 for quick sale. Tel: Phil on Redditch 63202.

WANTED: Spectrum penpals have you got any games to lend. If so please send a list of them to me, James Heath, 12 Binnington Wold, Staxton, Scarborough, North Yorkshire.

COMMODORE 64, 1531 datasette, quickshot turbo, magazines, over £350 worth of software including latest games, Aliens, Jailbreak, Labyrinth, Terra Cresta, Gauntlet etc. Sell £250 ono. Tyneside. Tel: (091) 4384694 after 5.30pm.

CBM 64, plus 1541 disk drive and the Expert and Superklone. Many games on tape and disk. Tape recorder slightly damaged. £370. Tel: (0530) 33553. Phone after six.

FOR SALE: Package only BBC B 32k – (DFS) 400k – 40/80 dual disk drive. BBC colour monitor BBC data recorder. 10 blank disks, software (optional) Expansion Board all in good condition. Asking price £600 ono. Tel: 021 422 2972. Warley, West Midlands.

AMSTRAD CPC 6128 with colour monitor, £250 of software, speech synthesiser, light pen, two joysticks, cassette recorder, just covers and more. Immaculate. Only 10 months old. £500. Tel: 01-979 0735.

CBM 64 OWNER with the latest games wants to swap software with you. All the latest in the world. Write to: Ian Shaw, 31 Sandringham Drive, Sutton, St Helens, Merseyside, WA9 3TG, England.

PENFRIENDS: Amstrad/Spectrum owners, write enclosing cheque/PO for 50 pence and enclosing a sae stating your interests and I will try to match them. Daryl Ward (Penpals), 3 Pineways, Appleton, Warrington, Cheshire WA4 5EJ.

ADVENTURE PROBE is a monthly magazine for adventures containing hints, reviews, discount software and juch more. Send £1 for sample copy to Adventure Prob, 78 Merton Road, Highfield, Wigan WN3 6AT.

COMMODORE 643 printer disk drive with Dolphone DOS, many games, books, magazines, load games in under 5 seconds with Dolphin DOS, excellent condition, £400 ono. Phone (0742) 873182 and ask for Simon.

FREE MEMBERSHIP into annual exchange club, meet computer pen pals, exchange games and programs for C64, SP, ELE, BBC range, Amstrad and others, send sae to AEC for membership and details. 115 Ebony Close, Colchester CO2 9LY.

PENPALS WANTED for CBM 64. I have over 400 games, please send your list to Gary Sewell, 53 Lakes Road, Keston, Kent BR2 6BN.

COMMODORE 64 BARGAIN: 64k computer C2N joystick, 1520 printer plotter, over £350s worth of software, including Short Circuit, Flash Gordon, many other recent releases, all worth over £600, will sell for £300. Tel: Burntwood 4261 after 6pm.

ADVENTURES GALORE! Detailed 20+ page catalogue of new and unusual adventures. Also discount + used software catalogue only 50p. "Adventure Contact" magazine (for writers) only £1 cheques/po etc to P. Winstanley, 13 Hollington Way, Wigan WN3 6LS.

MILLIONS OF SOFTWARE for Commodore 64 to swap. Send your swap list to Linda, II Form Common Room, St Bride's School, Burtonport, Co Donegal, Ireland.

IT'S A BARGAIN. Commodore 64 computer. Datarecorder 1 joystick, over £400 of software including Space Harrier, Uridium and Paperboy, Fist 2 and Ace of Aces. Also Gauntlet. £15 worth of magazines. Ring 01-222 8814 Tues to Fri between 4 and 6pm. Ask for Steve.

SPECTRUM GAMES sale. Infiltrator, Breakthru, Redhawk 2, £4. Roch 'n' Wrestle, Movie, Yie Ar Kung Fu, £3. Plus big bargains Mastertronics including Knight Tyme, Future Games, Space Hunter, One Man and His Droid, Finders Keepers and Action Biker all 75p. All in good condition, some brand new to purchase. Send a cheque/po to Darren Mitchell, 2 Bader Walk, Northfleet, Kent DA11 8PO. Deliveries within a week.

BARGAIN SOFTWARE for Spectrum 48k. All at half price or less. GAC, Laser Genius, Dandy, Starglider, Lightforce, LOR, Exploding Fist (many others). Send sae for full list to Lee Hodgson, 54 Church St, Tewkesbury, Glos GL20 5RZ.

ENTHUSIASTIC ATARI ST owner keen to write to other similarly motivated ST owners to swap tips and all kinds of software. Write now to Lee Hodgson, 54 Church St, Tewkesbury, Glos GL20 5RZ for guaranteed reply.

LORD OF THE RINGS, full solution to both parts & detailed map, only 50p + sae. Also have 200 other solutions available at only 50p from Lee Hodgson, 54 Church St, Tewkesbury, Glos GL20 5RZ.

SPECTRUM GAMES PLAYERS. For just £2.49 you get TDK D90 full of latest pokes to help you finish top games. Send cheques/pos to Lee Hodgson, 54 Church St, Tewkesbury, Glos GL20 5RZ (Please send sae).

ADVENTURES – ANY MICRO I have solutions to 200 top games (Level 9, Infocom and many others) at just 50p each. Send sae now to Lee Hodgson, 54 Church St, Tewkesbury, Glos GL20 5RZ for full list.

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BRAND NEW CBM 64 software to swap. I have the topnewest software to swap, and I'm looking for swappartners all over the world, special in England and America. Write to: Michael Kappenberg, Burgsdorffstr. 6, 4270 Dorsten 21, West Germany or tel: 02362/73362 (Germany) 3pm-8pm or 1pm-1am.

AMSTRAD machine code assembler for sale. Also disassembler, machine code monitor and 'Amstrad machine language for the absolute beginner'. Boom by Melbourne House. Cost over £30, will sell for £15. Write to John Knight, 199 Curzon Street, Netherfield, Nottingham, N64 2NR.

SPECTRUM CHARACTER SET DESIGNER program for sale. Design your own character sets for use in your own programs to give it that professional look like all the hit computer games. Includes 7 pre-designed character sets. Full instructions included. Send £2.50 for a cassette copy to Leigh Johnston, 5 Turrocks Croft, Little Neston, South Wirral, L64 0UB. (For use with 48K machines).

WANTED Atari Necromancer on ROM, disc, or cassette. Write to K. Lowles, 70 Northland, Carrickfergus, Co. Antrim, N. Ireland BT38 8JZ.

SPECTRUM 48K+, cassette recorder, Quickshot II joystick and interface. Over 40 original games (including Elite, Winter Games, Movie, Spindizzy). With manuals and machine code book. In good condition. Worth over £400, will sell for £160. Ring Scunthorpe (0724) 856689.

BBC GAMES FOR SALE: The Price of Magik £5; Sabre Wulf £3; Starship Command £3; Space Adventure £2.50; Nemisis £2.50 + many more at £2.50. Sensible offers accepted. Write to: "Temple Gardens", Goring, Reading, RG8 0JY.

ON-SPEC Software Exchange Club. FREE membership. Spectrum 48 and 128. Exchange your unwanted originals cheaply. Send a S.A.E. for details and FREE membership to: ON-SPEC S.E.C., 23 Florence Road, West Bridgford, Nottingham, NG2 5HR. We will also be hiring tapes soon — watch for further details!!

SWAP CBM64 SOFTWARE with anyone in the world. Well over 1000 programs on disk or tape. Includes all the latest from USA and Gt Britain. All letters answered. Send lists to: Scott McCabe, 37 Navarre Street, Barnhill, Dundee, Scotland.

ATARI 1040 STF+MODEM, owner with over 100 titles would very much like to exchange SW. + information. Write to: A. Manzarra Miguel, Av. Almirante Reis, 247, 3-Esq., 1000 Lisboa, Portugal.

DISILLUSIONED Spectrum owner wishes to sell software, ALL originals. Starglider, Elite £11 each, Terra Cresta, Space Harrier, Room 10, £6 each, Gauntlet, Academy, Uridium, £7 each, plus many more send s.a.e. for list. Also Currah Microspeech £12. Will accept less for Microspeech. Write to: Brett Patterson, 139 Hague Row, Park Hill Flats, Sheffield, S2 5SB.

BOWLED OVER! The cricket managerial PBM needs you! New season about to start, think that you can do better than a bunch of 'gin sodden dodderers'? Yes? Well prove it! Start-up costs only £2, matches cost between 75p and £1.20 each. Also, 'Vesuvian' the fantasy PBM that features fast return rate and detailed turns, now at reduced start-up at only £3, inclusive of 3 free turns. Subsequent turns at only £1.20. Cheque/P.O. payable to V. Napolitano. Send to: MAIM GAMES, 48 Ledgers Road, Slough, Berkshire SL1 2RL.

FOR SALE: 48K Spectrum + (Boxed), Microspeech, Microslot, Joystick, Kempton Interface, Books and £1100 worth of original games. total value £1400, sell for £500 o.n.o. Write now to: Greig McKenzie, 4/10 Gunnet Court, Edinburgh, EH4 4SG. Or phone 031-332 4938 and leave your phone number. Games include Elite, Uridium, Trailblazer, Academy, Infiltrator, Dandy, Fairlight 2, Fat Worm, Great Escape and Tomahawk.

COMMODORE 64 GAMES — Fist II £6, Knight Games £5, Time Tunnel £5, Starion £3, LCP £6, Karateka £4, Psi-Warrior £3. Many more. Will swap, wanted Mercenary. All originals contact Marcus on Barnsley (0226) 382 080. Also wanted Commodore 1571 disk drive in good condition. Pay up to £200.

MAKE A FORTUNE — learn how to make money. (£10,000 plus) in order to buy all that computer equipment you couldn't afford! Send SAE and £1 to J. Murray, 43 Taunton Avenue, Northampton NN3 3LY.

WANTED word processor for Commodore Vic 20. Please contact W. Neary, 7 Haining Road, Whitecross, Linlithgow, Scotland EH49 6LH.

FOR SALE Tandy TRS 80 level II plus Interface plus VDU plus disc drive. Both computer and disc drive mannuals. Very good condition. £160 ono. Tel: 061 799 4564.

COMMODORE 64 GAMES — originals boxed, Ace of Aces, Mercenary (with book), International Football, Wing Commander, Thrust, Starglider. The lot £25.00. Tel: Ruislip 635588.

FOR SALE — 48K Spectrum plus only 3 months old with over £150 worth of software including Stainless Stell, Antiriad, Yie Ar Kung Fu, Winter Games and loads of other recent titles. Joystick, taperecorder, Games ace, Kempston interface and lots of mags. Well worth over £250 but will sell at £125. Phone Swanley (0322) 67171.

SPECTRUM OWNERS send £1 and an SAE for books of pokes to M. Pettett, 40 Trubridge Road, Hoo, Rochester Kent, ME3 9EW. Make cheques and postal orders to M.C. Pettett.

ATARI 1027 printer for sale. Three months old, never used. Bargain at £85. Post free in UK. Phone Henry at 061 707 3965 after 5pm.

BARGAIN BBC B COMPUTER. Excellent condition. Software including Hobbit, Elite, Beach Head, Pahntom, Starship Command. Selection of Mags and user books: £150 to include joystick and cassette recorder. Various C64 games also available. For details phone 0306 888456.

ORIC ATMOS 48K, five games also some books and handmade dustcover with logo. Also a reset switch. Only £65. Tel: Plymouth 500359, after 6pm.

BARGAIN! Spectrum 48K. Datacorder and lots of games. VGC £55 for quick sale. Phone: Romford 0708 41776.

WANTED CBM 64 software on tape also BBC B software on tape and disk. Also Pen pals anywhere to swap ideas etc. Write to Martyn Young, 19 Priory CRS, Ulceby, DN39 6TS. S. Humber, England.

SPECTRUM SOFTWARE FOR SALE. Elite £4. Laser Basic £4, Saboteur £2, Battle of the Planets £2, Dynamite Dan £2, Lode Runner £2, 4 Crash Smashes £3. 30 games £3, Arcade Hall of Fame £3, West Bank £2, Bruno's Boxing £2. All originals. Send cheque/po payable C. Yau and SAE to C. Yau, 39 Delancey Street, London NW1 7RX. For list send SAE.

BBC GAMES FOR SALE. All originals. At least 40% off . . . Repton 3 £6, Monopoly £7, Thrust £6. Also discs. 40T disc drive £50. Send stamped SAE for full list to P Yau, 80 Broadway Avenue, Halesowen, W. Midlands B63 3DR.

SPECTRUM review magazine "Eprom" No 1. The irregular alternative — Tips, Reviews, Interview with Tony Bridge, Adventure solutions. Buy it and find out what else/Only 80p p/o form — Eprom — 328 The Maltings, Penwortham, Preston, Lancs, PR1 9FD.

ATARI USERS! Do not, I repeat, Do not send any money to the C.Mos Newsletter as it has now folded. The Editor is sorry for any inconvenience caused.

COMMODORE 64 and over 100 games and joystick and data cassette recorder etc, to swap for Atari 800XL and disc drive, games etc. Tel: 777 6721 after 6pm — Glasgow.

BBC B games for sale Commando, Nightshade, Citadel, Strykers run and Yie Ar Kung Fu. £4.50 each. Hunchback, Winged Warlords, Gisburnes Castle and Frak £2.50 each. Write to Nick Jefferson, 3 St Helen's Close, Rixton, Nr Warrington, Cheshire, WA3 6JG.

COMMDORE 64 owner wants to swap software. I have over 250 games on tape. Send your list for mine. All letters answered. Have all the newest games. Paul Jones, 6 Primrose Way, Maesgwyn Estate, Wrexham, Clwyd LL11 2AT, North Wales.

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CBM 64 GAMES: Scooby Doo, Space Harrier, Tenth Frame, Yie Ar Kung Fu II, Paperboy. The lot £5. Tel 0532 565134 after 6pm ask for Richard.

CBM 64, data cassette, Joysticks, printer, games. Will swap for CBM Disk Drive and disk software. Ring 0322 842067 and ask for Jason

BBC B with DFS Opus Twin drive 40180 Track and leads and manuals. Over £250 worth of software on disk and tape including Elite, Hypersports, (Disk) Exploding Fist, Impossible Mission (tape) and more. Originally £1000, sell for £650. Phone (0202) 748423. After 6pm weekdays and ask for Jeanette.

TO SWAP Atari 800X1 and 1010 recorder plus 38 games including Spy Hunter and Rescue on Fractalus. Wanted Commodore 64 and games and tape recorder. Write to Gavin Jordan, 60 Albion Ave, Beckfield In, York, YO2 5QY.

CBM 128, 1571 disk drive, 1531 cassette deck, 1701 colour monitor, plus over £750 worth of software. Jet, Elite, Pawn, Silent Service, Summer Games I & II Five Infocom Games, 40&80 Columns mode connections etc. Total value £1,500. Sell the lot £600. Phone 01 627 2489 after 6pm.

FOR SALE Spectrum 48K plus lots of games — Gauntlet, Masters of the Universe etc, Kempston Pro Joystick interface and cheetah interface. Quick shot two joystick and a few mags. All in good working order £125. Ring 01 883 9485 and ask for Leon.

SPECTRUM games for sale from 50p buy over £10 worth and get a free game. Will swap for BBC games (send list before hand). No SAE required write to; Richard Lloyd, 4 Edmund St., Salford 6, Lancs, M6 5WQ.

SPECTRUM PLUS, WHS data recorder, D'Ktronics interface, Quickshot II. Hundreds of pounds of software. Including Elite, Computer Hits 3, Great Escape, Cyprus II. Also hundreds of magazines and spare keyboard. Everything is as good as new and together is worth over £650. Bargain at £175 ono. Call 01 947 7911 and ask for Ian.

CBM 64 software to swap. Over 500 titles, old and new. All the latest titles please send your list to: Jonathan Lewis, 18 Oaklands, Swiss Valley, Llanelli, Dyfed, Wales, SA14 8DD.

COMMODORE 64 software to sell. Elite, PSI 5, Exploding Fist, Fairlight, Hobbit, Designers Pencil, Commodore Music Maker. All as new and original. £30.00. Write to 22 Hilldown Road, Highfield, Southampton, SO2 1SX.

AMIGA programs to swap. Please send your list to Mr T A Maley, 298 Braidcraft Road, Pollock, Glasgow G53 5LT, Scotland.

C16/PLUS 4 Games for sale or swap. All originals. From £1. Tel: 01 735 6495. Ask for Joe. Also free C16/Plus 4 game offer.

CBM 64 correspondence wanted. I have over 1,000 titles. Send letters, lists, to David Davis, 3 St Johns, Starion Road, Puckeridge, Herts, SG11 1SX. Phone Ware 822277.

COMMODORE 64, disk drive, tape deck, sound sampler, modem, joysticks freezeframe 2, plus 400 games on tape and disk inc. Alter Ego, Scooby Doo etc. Wants £500 ono. Phone Ben after 6.00pm 01 692 2957. Also 100 mags inc Zzap 1 issue.

CALLING ALL BUSINESS SOCIETIES ETC. List of cheap personalised goods suppliers, from business cards to bags to bears to balloons to bee mats to book matches etc. Special offer only £1.00 Paragon, 1st floor, Grange House, 1 Middlefield Road, Rotherham, South Yorks, S60 3JH.

ASTOUNDING VALUE. Three home business plans featuring many great profitable opportunities for only £1.00. Paragon. 1st Floor, Grange House, 1 Middlefield Road, Rotherham, South Yorkshire, S60 3JH.

GERMAN CBM64 USER wants contacts all over the world to swap newest stuff. Always latest titles! Write to PLK. 3292600, 4444 Bad Bentheim, West Germany.

CBM 64 game 'Columbia', cross between Jet Set Willy and Dinky Doo, 100 m/c Disk £3, tape £2. Postal orders/cheques payable to M Buckingham. Send to 15 Chamberlin Close, Norwich, NR3 3LP.

I WANT to swap the latest and original CBM 64 games on disk/tape. Send your list to Jerrel Boyd, Trumanlaan 177, 3527 BE Utrechi Holland. Phone: 030 931525.

CBM 64 originals for sale. Great prices Ball Blazer, Fist, Rambo, LCP, Commando, Fight Knight, Scarabeaus, Rocket Ball, and many more. Plus Prism Modem 2000 £40 for any home computer call 06592 371, for details after 4pm and ask for Craig.

FOR SALE. Atari 800XL 64K, data recorder, joystick, leads, manuals, magazines, 32 games including Elektraglide, Mercenary, Spellbound, Arcade Classics and Ninja. £125 the lot. Also Atari UCS adapter, paddles, joystick, 9 games including Starmaster. £50 the lot. Write to — Paul C., 59 Seafield Avenue, Liverpool, L23 0TG.

WANTED 1541 CBM disk drive in exchange for a 48K ZX Spectrum. Write to: JR. Douglas, Craigmore, Highstreet, Slamannan, By Falkirk FK1 3EH.

COMMODORE 64 and plus/4, joystick, 15 games and tape for CBM plus 4. Joystick, 5 games and tape for CBM 64. Worth over £400. Will sell all for £280 ono. All boxed. Inquire for individual sale. Tel: 0203 599922 after 4.30pm. Tell your mates.

ATARI REVIEWER: new monthly newsletter for Atari 8-bits (issue). Full of reviews. New releases, hints and tips, plus much more. (only £1) send to: K Dolecki, 15 Collingham Avenue, Buttershaw, Bradford, BD6 2AN.

SWAP unused sound sampler plus graphic adventure creator, Trivial Pursuit and a few games. All originals. For a 1541 disc drive (should be in good condition). Write to H. Dhimar, 196 High Street, Harlesden, London, NW10 4ST. Willing to part with some cash if in top condition.

AMSTRAD 664 mono monitor with T.V. modulator, cassette player, protext ROM, Masterfile III, Blank disks, desk. £290. Phone 01 568 3499 after 7pm.

ATARI software for sale. (cassettes) Screaming Wings, Spy Hunter, Smash Hits 4, Fighter Pilot, Mediator, Goonies. £5.00 each. International Karate, Swat, Warhawk, Nuclear Nick, Dropzone, Ninja, Action Biker, One Man Droid, Kikstart, Cloak of Death, Chinera, Submarine Commander. £1 each. £40 the lot — a real bargain. Ring J. Furniss Barnsley 756137. S. Yorks.

ATARI penpal wanted to swap software tips etc. Disk or cassette users — originals only. Letters to J Sinclair, 126 Hinchcliffe, Orton, Goldhay, Peterborough, PE2 0SS.

AMSTRAD original cassette games for sale. Prices from £1 to £6. Including Jack the Nipper £4, Speedking £1 and other latest releases. Write to Dave Harrison, 2 Russell Street, Bishop Aukland, Co. Durham, DH14 7PT.

CBM 64 software to swap. Over 1,000 super turbo's (tape only) send your turbo list for mine. Write to: Darren Hunt, 1 Church Lane, Eston, Middlesborough, Cleveland TS6 9DU.

FOR SALE: Spectrum plus and games: £80. Microdrive £30. £100 for both. Will swap for microdrive for 1 good joystick and £15. Phone (0532) 623161 and ask for Edward. Also Artist II £9.

ATARI USERS! Softmag is an excellent Atari Games Magazine it features charts, news, reviews, hints and tips and lots more. For one issue send 80p to J Jones, 21 Herrongate Close, Enfield, Middx, EN1 3BN. Cheques and P.O. accepted. Send now!.

C128 COMPENDIUM (Datacorder, software inc) plus 3 good joysticks freeze frame MK 3B plus 1541C disc drive, lots of software cassette and disc (Spae Harrier, Gauntlet, World Games, Champ, Wrestling, Paperboy). All under 5 months old. Will not seperate. £500 ono. Tel Gary 01 461 2305.

SPECTRUM PLUS, Joystick interface, Joystick, £1000 worth of magazines and books everything is as good as new. Asking price £200 ono. Will sell seperately. Ring 01 947 7911 and ask for Ian.

CBM 64 German computer freak wants to swap software with you. (originals only). Write to HCA, PLKO42309C, 2400 Lu beck, West Germany.

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FOR SALE: Mattell Intellivision + Intellivoice. 10 games: Tron, Deadly Discs, Utopia, Night Stalker, Armour Battle, Space Battle, Soccer, Sea Battle, Lock 'n' Chase, Dungeons and Dragons, D&D, Treasures of Tarmin, plus 3 Intellivoice games: Solar Sailor, Space Spartons, B17 Bombers, £120. Contact: R Fleming, 47 Wood Street, Port Sunlight, Bebington, Wirral, Merseyside.

CBM 64 SOFTWARE to swap. Disk only please. All letters answered. Write to Richard Harris, 8 Craggwood Close, Horsforth, Leeds LS18 4FL. Tel: 0532 588698.

COMMODORE 64 + C2N tape recorder, both boxed and in excellent condition. Also 2 joysticks, a mouse and £250 worth of original games such as Gauntlet, Summer Games 1 and 2, Pit Stop 2, Way of the Exploding Fist, Kung-Fu Master etc. Sell for £180. Ring 0727 63306.

STAR PURSUIT. Not just another trivial game, loads of questions, play against friends or computer. Only £2.99. Cheques or postal orders to Carl Waters, 23 Arleston Lane, Wellington, Telford, Shropshire.

EVESHAM DISC WIZARD, for the Amstrad, copies your programs fro tape to disc at the touch of a button. Hardly used, only £20. Tel: (0634) 253030 after 6pm and ask for Mark, or write to: 8 Cooling Road, High Halstow, Rochester, Kent ME3 8SA.

AMIGA SWAP! I want to swap games and programs, send your list for mine. Trond Westre, Amiga-Soft, Rorstadv. 6017 Aasestranda, Norway. Phone (Norway) (71) (35733).

COMMODORE 64 adventures to swap. Sherlock, Castle of Terror, Lord of the Rings, The Helm, Holy Grail, Bored of the Rings. Most Channel 8. Phone 0294 51645 or write: Brian Wallace, 17 Edzell Row, Whitehirst Park, Kilwinning, Scotland.

AMSTRAD SOFTWARE. Fighter Pilot, £4. Marie Minor, £4. Er Sert, £4. Tape to tape copier, £4. Spellbound £2. Last V8, £2. Ghouls, £2. Knight Tyme, £2. Finders Keepers, £1. Send cheque/po to N. Waring, 223 Chester Rd, Grappenhall, Warrington, Cheshire WA4 2QD.

AMSTRAD COLOUR MONITOR WANTED! Will swap for green screen + modulator + over £200 of software + joystick. Phone 0522 24620 and ask for Rob or write to R. Ward, 57 Maple St, Lincoln LN5 8QS.

COMMODORE 128, Commodore MPS 801 printer, with paper, CBM 1531 tape-deck, monitor stand and metal casing for 128, joystick and many games, plus all manuals, all mint condition. Must sell, £285 ono, or swap for Atari ST, plus disk drive. Contact Miss Zoë Downes, 3 Ingles Road, Chatham, Kent.

CBM 128 + CBM 1531 tape deck + MPS 801 printer + 128 metal casing + monitor stand + joystick + many softwares, sell £285 ono or swap for Atari ST + disc drive. Contact Miss Zoë Downes, 3 Ingles Road, Chatham, Kent.

COMPUTER GAME exchange club. Free membership. Exchange your unwanted software for C64, C16, Plus 4, Spectrum computers. Send sae for details to CGEC, 24 Hollywood Road, Bolton, Lancs BL1 6HL

ATARI 1029 printer + spare ribbon + dust cover + Atariwriter software + printer utilities disks + paper, $95. Atari 850 interface + dust cover + communications software, $75. De Re Atari book, $10. Technical reference notes book $10. Disks: Shooting Arcade, Clowns & Balloons, Deluxe Invaders, Softporn Adventure, $5 each. Roms: Computer Chess, Assmbler Editor, $7 each. Telephone Crewe (0270) 766462 & ask for Gary or write to: 11 Cookesmere Lane, Sandbach, Cheshire.

WORD PROCESSOR for use with CBM 64 and 1520 printer plotter. Full use of colours and character sizes. Automatic justification, and intext command system, with programmable margin & line width for advanced printing. Superb value for only £2.40 (inc p&p). Available from STX Enterprises, "Fairfield", Newey's Hill, Worcester WR3 7DZ.

AMERICAN PENPAL WANTED to swap Commodore 64 software with games, utilities etc. If interested then send a list if possible to: Julian Smith, 45 Maplecroft Crescent, Sheffield S9 1DN, England. No messing please, I will try to reply to all letters.

COMMODORE 64 software for sale. PSI-5 Trading, Eidolon, Sold Million 1, Little Computer People, Paradroid and Uridium, £4 each. 12 Mastertronic titles, £6. Graphics pack, 16. Laser Basic £6 and Revs £5. Write to: M. Sibthorpe, 18 The Stray, Darlington, Co Durham DL1 1EP.

AMSTRAD SOFTWARE compilations for sale, all originals: Knightlore, Hypersports, Ghosts 'n' Goblins, 3D Grand Prix, £10. Shorts: Fuse, Finders Keepers, Chiller, Kane, £3. Tank Busters, Sorcery, Hunchback 2, Spannerman, £7. Harrier Attack, Hunter Killer, Codename Mat, Roland in Time, Manic Miner, £5. Kung Fu Master, Stainless Steel, £10, Trailblazer, Ikari Warriors, £15. Starstrike 2 (disc), Green Beret (disc), £20. Who Dares Wins 2 (disc), Dragons Lair (disc), £0. Tel Mark on 01-428 1415.

CBM 64 GAMES FOR SALE. Gauntlet, Space Harrier, Avenger, World Games, Hardball, Superbowl. All at reasonable prices. Also Quickshot II, Joystick 125, Freeze Frame Mk 3B, Freeze Frame Ulitity Disc, Do Soft Disks. Send sae for full list to: Andrew Sobryan, 62 Albury Avenue, Isleworth, Middlesex TW7 5HZ.

TURBOBAUD transforms 48k Spectrum Basic/MCode programs into reliable turboloaders. Twice normal speed. Unusual loading-borders. Includes "Hacking" utility to disable autorun and read headers. Easy to use, £4.95 pes. 81 Jutsums Lane, Romford, Essex.

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ATARI SOFTWARE to swap only on tape and disk. I have many programs such as Mr Do's Castle, BC's Quest and many, many more. Please send list to: Orlando, 2 Beechcroft Rd, Southwoodford, London E18 1LA. I will try to answer all letters.

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520 STM FOR SALE with IME memory upgrade, 500k disk drive, games eg, Starglider, Leaderboard, blank disks, disk box, demos, mags, mouse mat, dust covers, joystick. 7 months old, boxed as new. Worth £800, sell for only £400. Phone Ken (0993) 841182, after 5pm.

ATARI PICTURE DISC. Packed with brilliant graphics screens, includes auto-icture fader. Also amazing digitized music disc, you won't believe your ears! Includes free XL translator for your older software. Both discs, four sides full for £6.95 post free. P. H. Cunningham, 11 Berwyn Ave, Penyffordd, Chester, CH4 0HS.

SPECTRUM SOFTWARE FOR SALE. 16K AND 48K FROM £1 UPWARDS. Also Cheetah sweet talker for sale. If interested please send your name and address to Richard Griffin, 62 Goat Lane, Enfield.

OLE OLE SPANISH EXCHANGE CLUB Hey, attention Commodore 64 and Spectrum owners, if you want to swap good games, this is your great opportunity. We've almost all latest games including new good Spanish games. Please send us your latest games list to: Rafael Garcia Garrido, C/Zamora No5-30B; Alcorcon (Madrid), Spain (for Commodore 64). Jose Luis Sanz Fernandez, AV/Cantos no7-30A; Alcorcon (Madrid), Spain (for Spectrum).

ATARI SOFTWARE FOR SALE. Action Biker, Bounce, Chuckle Egg, Crystal Raider, Despatch Rider, Gun Law, Last V8, Ninja, Marathon/ Maths for Fun, One Man & His Droid, Player Misile Editor, Scooter, Screwball, Shamus, Soccer (Thorn EMI), Spellbound, Vegas Jackpot. All at £1 each. Atari Smash Hits 4 & Bounty Bob Strikes Back. At £4 each. Or buy the lot for £20 (reasonable offers taken). Phone Bournemouth (0202) 295210 and ask for Daniel.

ZX SPECTRUM FOR SALE with over 80 original games worth over £400 and Kempston PRO joystick interface, Currah Speech & slot Konix Liberator (RS232, joystick sound through TV etc), interface Quickshot II + The Stick joysticks, 2 spare keyboards. Altogether worth well over £600, going for just £200. Call Simon Clarke after 6pm on Tunbridge Wells (0892) 37676.

SX-64 PORTABLE COMMODORE 64 computer. With built-in disk drive and monitor. Also easy script and other programs on disk. Compatibel with all C64 software. £385 ono. Ring Otley (nr Leeds) 461528 after 6pm.

PERSONALISED GOODS. Calling all businesses, societies etc. List of cheap personalised goods, from business cards to bags to bears to balloons to beer mats to book matches etc, etc. For only £1. Post now to Robert Burgess (CVG), Office D, 1 Middlefield Road, Rotherham S60 3JH.

COMMODORE 128 AND 1541 tape deck, 23 tape games, over 30 disks of games (Pawn, Mercenary I & II etc), joystick, 6 books, Seiko programmable watch. Worth over £1200, sell for £300. Write to: Marcus Lynn, 8 Somme Court, Howe Barracks, Canterbury.

MSX SOFTWARE TO SWAP: Games include Batman, Trailblazer, Kung Fu Master, Rambo, Knightmare, Goonies. European's welcome. Write to Peter Jess, 58 Legacurry Road, Ravarnette, Lisburn, Co Antrim, BTR27 5LZ, N Ireland.

ATARI DISK SOFTWARE TO SWAP including Raid over Moscow, Koronis Rift, Starfleet and The Island Caper, etc. Send lists to Jeff, 23 Brayes Manor, Stotfold, Hitchin, Herts.

SPECTRUM + with a Doodler lightpen, Ferguson data recorder, Doubler Mk II, switchable joystick interface, joystick, over £120 worth of software including stainless steel. Cost over £350, bargain at £120 ono. Please phone Stockton (0642) 565141.

SPECTRUM 48K, 2 manuals, over £300 of software including Super Cycle, Super Soccer, Green Beret, Rambo, etc. Lightpen and software, Kempston interface and brand new lightening joystick. Over £30 Spectrum mags, 3 tip books full of pokes and playing tips together worth over £500+, asking £200 ono. Contact: Darren, 01-902 1090.

AMIGA PROGRAMS TO SWAP and sell. All the latest titles available. I'll swap with anyone in the world. Don't delay – send disk or list today to: Carsten Bjerrum, Niels Bohrs Alle 23/3210, DK 5230 Odense M, Denmark, Tlf: 09/17 87 39.

INTERNATIONAL AMIGA & Commodore 64 contacts wanted. I have all the new software for both computers. Send your disk and/or list soon to: Carsten Bjerrum, Niels Bohrs Alle 23/3210, DK 5230 Odense M, Denmark. Tlf: 09/17 87 39.

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C64 SOFTWARE TO SWAP or sell. I have all the lastest titles. I want to exchange new programs with anyone in the world. Disk only. Send your disk or list today to: Carsten Bjerrum, Niels Bohrs Alle 23/3210, DK 5230 Odense M, Denmark. Tlf: 09/17 87 39.

COMMODORE 64 SOFTWARE TO SWAP. Disk only. Send your list to: Brendon Hull, 1/10 Reilly St, Liverpool, NSW 2170, Australia. All letters answered.

COMMODORE 64 AND ATARI ST owner wants to swap software with people all over the workd. Disk only. All letters answered. Please write to: Matti Jarvelin, Paimenpolku 23, 90140 Oulu, Finland.

COMMODORE C16 COMPUTER. Data cassette recorder, Quickshot II joystick. £60 worth of games, 3 books, 2 basic tapes, all leads included, all boxed in good condition. £85 ono. Phone: 01-858 4514 after 6pm.

ATARI USERS! I have many games on disk, in single and double density (US doubler), to swap. Interested? Please contact B. Archer, 31 Ermine Street, Huntingdon, Cambs PE18 6EX.

FROM THE SPECTRAL GUARDIAN ANGELS comes Pokemaster. Over 500 Spectrum pokes-tips make this the most comprehensive package ever compiled. Yours for only £1 (inc p&p). Extra Bonus: become a Spectral Guardian Angel yourself with certificate, badges and compos. Trevor Tulloch, 39-2 Varden Croft, Edgbaston, Birmingham BS 7LR.

COMMODORE 64+2 C2N FOR SALE. Also 3 joysticks and over £600 worth of software. Still under extended guarantee. Wanted: £350 ono. Tel: (0532) 589417.

AMSTRAD CPC464 green screen monitor, + colour modulator, + £440 worth of games, including Elite, Matchday, Gauntlet etc. Total value £670, asking £250 ono. Tel: 01-302 1681.

COMPUTER & VIDEO GAMES FOR SALE, from November 1981 (Issue 1) to October 1984 inclusive. All in mind condition, except issue No 2 torn cover. Will separate for right price. Andrew Elliott, 59A Ampthill Rd, Maulden, Bedfordshire MK45 2DH.

C64 GAMES FOR SALE. Uridium £4, Paradroid £4, Dragons Lair £5, 1942 £5, Dan Dare £5 and many more. Send for list to D. M. Huntley, 43 Fullwood Ave, Newhaven, East Sussex BN9 9SW.

C64 GAMES FOR SALE, excellent titles. Leaderboard, Ghosts & Goblins, Green Beret, Spindizzy, Mercenary, all £6 each, Starglider £10. Phone Neil 02912 71783 any time after 5pm.

AMSTRAD Home and business computers at amazing prices! Also software for most makes of computers. Please state computer when enquiring. Cumana disc drives for the BBC & Master series and a large range of personal stereos with popular makes such as Aiwa, Sony and Ferguson. Send a large sae for colour details with amazing prices! to: Data Business Systems, 10 Lucknow Street, Plumstead, London SE18 2SN.

COMMODORE AMIGA AND 64 PENPALS WANTED. I am interested in all types of software. I have well over 3000 titles. New games every week. Don't wait. Send letters, lists, disks to: Stefano Gilardo, Via Enrico Mattei 62, 40138 Bologna, Italy. Tel: 051/534581. All letters answered.

CBM 64 beginner would like penpalls for swaps etc, tape or disc (originals only). Write to Roy Pritchard, 271 Caernarvon Road, Bangor, Gwynedd, North Wales LL57 5SG or tel: 0248 362593.

FOR SALE. Atari 800XL with 1050 disk drive, 1010 cassette recorder, blank disks, storage case, books, magazines, one quick shot II joystick, plus 44 top games. Worth over £650. Will sell for £400. Phone: 62922. Swanley, Kent.

FOR SALE: MPS 801 printer for Commodore 64/128. VGC. £80 ono, plus freeze frame MkII £20. If interested please phone Salisbury 862 698 and ask for Peter.

COMMODORE 64 owner wishes to swap latest games on tape or disk like Paperboy, Xevious, Marble Madness and many others. Every letter answered. Please write to Jonathan, 45 Downfield Ave, Ings Bridge Est, Hull HU6 7XE.

AMIGA USERS. I have over 58 titles, some games and some business. I would be interested in swapping programs and ideas with anyone in the UK or any country in the world. Please write or call: Dennis Robillard, 16 Gilbert Street, Dover Heights, 2030, NSW, Sydney Australia. Tel: 02 3719149.

CBM 64 owner wants to swap games. I have got all the latest software. Write to Paul, 61 Melling Way, Old Hall Est, Kirkby, Liverpool L32 1TN.

SAVE £100 on Amstrad computer hardware, colour monitor, stereo sound, speech synthesis, £200 worth of software, CPC 464 computer only £430 ono. Tel: 0652 34363.

HI AMIGA FREAKS, fellow freak wishes to make contact with a view to swapping software. Contact Mr Richard Turbine, 27 Drumpark St, Glasgow G46 8LR, Scotland.

WANTED: Interface one anf microdrive for Spectrum. Must be reasonably priced. Contact S. Wood, Cinder Path Cottage, Goldsborough, Knaresborough, North Yorks. 0423 865320.

ATARI SOFTWARE on disk and cassette to sell and swop — Last Starfighter, Stealth, Trivia Quest, Crystal Castles, Ultima IV — Plus 300 more titles! Enquiries and lists to: Neil, 90 Queens Drive, Surbiton, Surrey TKT5 8PP.

AMIGA USER GROUP in Bristol, 14 Parkstone Avenue, Horfield, Bristol, Avon, England.

ATARI 520 ST SOFTWARE TO SWAP. I have all the latest games from America and Europe. Every letter answered, just send your list for mine. Write to Fraser Anderson, 609 Mansfield Avenue, Ottawa, Ontario, Canada, K2A 2T3.

COMMODORE 64 USER wishes to swap software, tape and disk, over 1000 titled. All letters answered instantly, write to: M. Alfraih, Riyadh 11474 PO Box 16600, Saudi Arabia. Most of latest software.

PENPALS WANTED. I own an Atari 800XL and disk drive and I wish to swap games and ideas with people all over the world. Please rite with a list of your games to: Adrian, 188 Grace Way, Stevenage, Herts SG1 5AG.

COMMODORE 64 SOFTWARE TO SWAP (disk only). Some good quality titles. Will swap with anyone. All letters answered, send list to: D. Andrews, 132 Barkly Road, Beeston, Leeds LS11 7ES.

CBM 64 reset switch £3.50 inc p&p. Enter pokes etc, fits serial port of 64 or d/drive. Works with most games and most 64's. Money back if doesn't suit your 64 (British made ones). Neil Burrows, 24 Fairclough Road, Thornton, Cleveleys, Blackpool, Lancs FY5 2RN.

CBM 64 original cassette games £1 to £4 — Staff/Karnath, Imposs/Mission, Raid/Mowcow, Ancipital, Stellar 7, Snowball, Lords/Midnight, Hobbit etc. Utilities £1-£6, Panarama, Practifile, Practicalc, Acos + Superbasic and more. Phone Neil on (0253) 826218.

I HAVE an amstrad 6128 colour monitor + 15 good games (Raid, Great Escape, and Tank Command) if possible I would like to trade this for an Amstrad 464 colour monitor, possibly 15 games. Please ring 502-3979 from 4-10pm.

ABOUT 700 PROGRAMS for MSC computers. I will swap with C&VG's readers. Send your lists to the following address. Carlo Bianchini, Viale Argonne 12, 27100 Pavia, Italy. Also available selected games/utilities for MSX 2.

ATARI ST OWNERS wanted to swap software. Write to: Ranjan, 3 Wensley Close, Harpenden, Herts AL5 2RZ or phone 05827-69152

COMMODORE 64, software for sale, all games original and as new. Paperboy, Infiltrator, Fist 2, Breakthru, Green Beret, Jack the Nipper, all at £6 and Trivial Pursuit at £10. Private sale, write to Simon, Yeoueney Lodge, Moor Lane, Staines, Middx TW19 6EE.

JOIN THE LEAGUE! The Soccer PBM game. Prizes. S.a.e. League Games, PO Box 48, Newport, Gwent NP9 2UD.

COMMODORE POKES, hints and tips for your 64. Our successful booklet, covering 70 top games like Uridium, Paradroid and Spindizzy, costs only £1.50, with a great original tape free for every fifth order! Post now, cheques/wrapped coins to Robert Burgess, Office D, 1 Middlefield Road, Rotherham, South Yorkshire S60 3JH. Written enquiries welcome.

SPECTRUM PACKS. £2 brings you a booklet of 70 infinite lives pokes on hits like Lightforce, Paperboy and Ghosts and Goblins, plus your choice of a great free game from our list of chart-topping titles. Post now, cheques/wrapped £1 coins to Robert Burgess, Office D1, Middlefield Road, Rotherham, South Yorkshire S60 3JH. Written enquiries welcome.

AMSTRAD USERS, 2 exciting new games on one cassette. Freedom Fighters, a game of strategy and exploration. Race Day, enjoy a day at the races in your own home. Send cheques or PO for £2.50p to Glyn Booth, 78 Princess Street, Woodlands, Doncaster, S Yorks DN6 7LU.

CHEAP SALE: software + books, all original games. Pyracurse £5, Dragontorc £5, The Warlock of Firetop HNT £3, Terrordactil 4D £3. Also: Multifile (with blank tapes) £5, Screen Machine (graphics and title designer) £5. Learn Basic on the 48k Spectrum £9. Books: Microguide £1.50, games book £2, all for 48k Spectrum. Contact: Kate Birks, 1 Walker Close, Grenoside, Sheffield.

CHEAP STATIONERY. 250 self-adhesive labels 3½"×1½" only £1.75 inc p&p. Sae for complete list or cheques payable to: Kelvin Brace, 34 Woodstock Road, Broxbourne, Herts EN10 7NT.

SPECTRUM 48K, joystick, cassette recorder with 6 months guarantee. Over 110 games including Bomb Jack, Green Beret and lots more. Many Mastertronic and lots more. Contact David John Martin at 0700 83 248. £115 ono.

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WANTED: CBM 64 + tape recorder + games + joystick. Must be in reasonable condition. Preferably in S. Wales area. Contact David on Porthcawl 3468 between 4 and 9pm.

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FOR SALE: Vic 20 computer, includes: Vixen 16k switchable ram, 6 cartridges + games worth £100. Data recorder, joystick, games include: Games Designer, Jet Pak, Football Manager and many more. Asking for £65 ono. Tel: 061 339 0965.

ACUMEN CLUB. Play this amazing strategy game by post. You've never played anything like it. Acumen is a game to beat the classics from our starter kit, including free program for Spectrum 48k or 128k. Send £2.99 to: Acumen Club, 1 Merlin Close, Hainault, Ilford, Essex IG6 3XL. Spectrum owners only please. It's great.

DATEL ELECTRONICS sound sampler and drum machine for CBM 64. Excellent piece of hardware. Great fun and good quality sampling drum machine incorporated, in some case hardware leads and all software £40, was £60. Tel: 0908 648189 and ask for Paul. Free Redhawk original to buyer.

AMSTRAD CPC 464 Utilities for sale or to swap, electric studio light pen, fig-forth and the Complete Machine Code Tutor. Only £20 for the lot or will swap for the equivalent amount of software. Write to R. Downing, 38 Rayleigh Ave, Birmingham, Chesterfield, Derbyshire S43 1JP.

ATARI 800 XL 1010 recorder + joystick + £100 worth of software including Elecktra Glide, The Price of Magik. In excellent condition for only £60. Tel: 206 0658 after 4pm.

ROCK 'N' WRESTLE for sale for Amstrad CPC 464, played once only, £7 + 50p p&p or swap it for either Goonies, Who Dares Wins II, Turbo Esprit, Congo Bongo (originals only). Ring Bristol (0272) 611966 now. Ask for Zac.

COMMODORE 64 computer games, originals, for sale. Prices start at 50p. Call Patrick on 0203 25402 or 150 St Georges Road, Stoke, Coventry. Send sae for full list. Over 350.

CBM 64 cassette games to swap. Many new games available. Send your list for mine to 20 Levens Walk, Beaconhill, Cramlington, Northumberland NE23 8DZ. Or call Mark on Cramlington 735252.

COMMODORE 64 AND ZX81 games to be sold or swapped. All on tape, all originals, no loading faults. Plus an unused Konix Speedking joystick. For the full list send an sae to D. Marks, 18 Arandora Cres, Romford, Essex RM6 4SS.

CMB 64 plus C2N tape recorder, 3 joysticks, magazines and over £800 of all original software, 127 titles including Elite, Theatre Europe, Yie ar Kung Fu, Uridium, Paradroid, Commando, Summer Games 1+2. Value £1100, accept£250. Tel: Maidenhead (0628) 38545.

SPECTRUM SOFTWARE. £260 worth incl. Aliens, Lightforce, Ghust 'n' Goblins, Marsport + £90 worth of magazines. Sell for £50 or swap for a Commodore 64 + C2N data recorder. A bargain for new Spectrum owners. Phone Lennoxtown 310127 after 6pm. Ask for Chris.

SWAP 128K SPECTRUM and tape recorder, 1 joystick and over 150 games, Star Glider, Academy, Gauntlet, Uridium etc. For a CBM 64 + leads + tape recorder or disc drive with games (will offer £50 with disc drive and games). Tel: Oundle, Northamptonshire 73520 after 4pm and ask for Rick.

CBM 64 USER wants to swap games on supertape turbo or disc. Every letter answered quickly. Write to: M. Driskell, 34 South Park Road, Ilford, Essex, IC1 1SS or Tel: 553 2907.

FOR SALE: 16k Spectrum manual, books, and Kempston joystick interface, hardly used, any offers considered. Phone Steve (0272) 681278.

ORIC ATMAS 48K COMPUTER, with Panasonic tape recorder, riginal games and books. Worth £200+, sell for £100 ono. Tel: 0772 718595.

FOR SALE for the Commodore 64: Neos Mous, £30. The final cartridge two copying cartirdge, £35. Both for £60, also satellite 6006 joystick. £15. Tel: 0532 623161, ask for Edward.

COMMODORE 64K COMPUTER, 1541 disk drive, C2N cassette deck, 2 joysticks, floppy disks, software. Assembly language macro development system, machine code monitor Pascal 64 compiler, Valhalla and many more games. Books, reference guide, advanced machine code book and magazines. Sell for £400 ono. Tel: 0273 35438.

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COMMODORE 64/128 Sub-logic flight simulator. For sale: worth £45, will sell for £25 ono. Contact Mike Hodgson, 123 Beech Lane, Early, Reading RG6 2QD or phone Rdg 864727.

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AMERICAN ATARI 600XL for sale, never used, excellent condition, not for use with normal English TV — needs converter — or works fine in the States! Complete boxed as new (or swap for CBM 64) — any offers? Tel: Bishop Stortford 0279 813730 after 6pm weekdays. All day Sat and Sun. Buyer collects.

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PREVIEW

Only when that is full will the player be told he could not command another character.

Pete sees this sort of feature being the way adventures will tend to develop in the future — and particularly Level 9 adventures. "In the past, adventures have tended to be rather static. We've tried to create one more like a model railway, with things happening all around all the time."

Another new feature will make its debut on the larger machines, those with at least 256K of memory like the Atari ST, Amiga, IBM, and possibly Amstrad PCW. The player will have the ability to recall his previous command by a single keystroke, and to continue to do so, going back one command further each time.

The narrative text, too, has come in for treatment. To make it seem more like written text, as opposed to computer generated text, the pronoun has been used extensively, to link two distinct actions. As an example, where most adventures would say <SUSAN SHOUTS "I'M FIGHTING A WAR." SUSAN HITS YOU> *Knight Orc will say <SUSAN SHOUTS "I'M FIGHTING A WAR." AND SHE HITS YOU>.*

Since their early games like *Colossal*, the size of the A-code progrm which drives the adventure, has typically increased from 3.5K to 16K. Text compression allows this increase, whilst still leaving room for lengthy descriptions, on the smaller micros. For most of the 8 bit machines, *Knight Orc* will be available on cassette, although Commodore 64 owners with a drive will have the choice of a disk version. The game will play the same on each machine, but the amount of text will be trimmed or augmented, as necessary, depending upon the space available.

Level 9's graphics system, too, has undergone a major change. For disk versions, digitised graphics have been introduced, giving much more detail and range of colour than before. They are effectively photographic reproductions of the artist's original drawings, but made just a little hazier by the minute colour pixels on the screen. This mistiness, in fact, adds to the effect, given the style of drawing employed.

Knight Orc players will also be hit by a similarity to Magnetic Scrolls' graphics. They can be slid up and down over the text using a mouse, and left hanging in any desired position. However, in the initial display, they do not roll off and on the screen, but instead, dissolve from picture to picture. This method was chosen, says Pete, because it is faster than the rolling type of display.

All these new goodies will help the player to enjoy the adventure without the drudgery of trecking through endless locations, drawing maps that don't quite fit on the paper, and remembering where everything is. But what of the plot and puzzles — without which, no amount of technical wizardry will make a good game?



When I saw it, *Knight Orc* was not sufficiently advanced to play; indeed, Pete himself was demonstrating it with CHEAT ME WITH ME, one of those commands programmers build in to help them zip around to the parts of an adventure they want to test, without having to play right into the game. But what I did see looked very impressive — it's going to be great fun just wandering around having all the characters at your beck and call, never mind solving the puzzles! I can't wait to see what happens when I command a number of people each to get the same object and bring it to me! Will they fight over it? To the death? What other sort of conflicting commands will the perverse adventurer be able to think up?

Knight Orc will be ready for review in time for next month's C+VG — make sure you don't miss out on what looks set to be one of Adventure's Greats for 1987!






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ADVENTURE HELPLINE

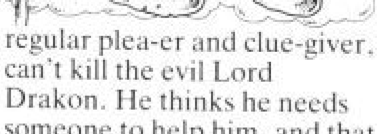


Wandering around with nowhere to go and no idea of what to do next, can be very boring, as **The Fiend** this month explians. *Winter Wonderland* seems to a game of that sort, for **Sharon Lowndes** cannot decide what her final goal really is, other than to score 100 per cent.

She can't use the ski-lift, nor get past the Womps. Is there any use for her banana, and how can she get the mallet from the igloo owner, she asks?

Stuck at the top of the Eiffel Tower, is **Alan Osborne** of Rotherham. He has found a tramp he doesn't know what to do with, and a cab driver he doesn't know how to instruct in Americana's *Spy Trek*. Let's hope he has a head for heights!

Having completed seventy percent of *Demon From The Darkside*, **Gregory Quinn**, a



regular plea-er and clue-giver, can't kill the evil Lord Drakon. He thinks he needs someone to help him, and that person just could be Stodge, but if so, how is he to enlist his help?

Who has been playing *Inheritance*? I haven't, that's for sure! **Jerome Chui** of Caerphilly has, though, and is being hijacked in Part 2. He wonders what objects he should have taken into Part 2 with him?

Has **A. Manning** of Swansea found a bug? He is trapped in a room with a deaf aid in it, and listed exits are North, North-East, and East. But he cannot use them, and eventually dies. Is he a Moron moron, or simply bugged?

Here is a message for **Ann-Marie**, who is French, and wrote from Kuwait. Your letter to the Helpline became separated from your address, so I couldn't write to tell you that in *Circus*, you should go round to the back of the car and open the boot. Then head across the fields to find the circus tent. And if you write again with your address, I'll be



delighted to return the big kiss and hug you sent!

Who can help our Italian friend **Andreoli Marco**, currently on military service, and stuck at the bottom of some slimy stairs in *Causes Of Chaos*?

Gary Gould of Bristol, has got the murderer to admit his guilt, in *Vera Cruz*. But he can't arrest him. He cannot fathom out Lerat and Nadine Lafeuille, nor how they are connected with the murder.

Mohammed Fiaz of Birmingham, is also unable to arrest the guilty party, despite having got his confession. And what other examinations can he perform besides an autopsy?

Mike Hodgson is in the *Necris Dome*, and cannot de-activate the Battle of Droid in **Chamber 8. Chris Letch** of Blackpool has the same problem.

Ditched! That is the state of **Huw Howells**, in *Myorem*. Stuck in so deep, that he cannot get out. Who can give him a helping hand?

Here is a helping hand for **Leslie Hiss** from Hungary. **Andrew Hoyle** of Cardiff says of Thorn, in *Fourth Protocol*: "Ignore him."

There has been a period of uncanny silence from regular adventurer **Andrew Bethell**. But he hasn't been idle! After settling down at Poly, he's now changed his 64 for an Atari 520ST, and let himself in for what is the most difficult adventure he has played to date — *Trinity*.

He is trying to make a spell in the cauldron, and shocked to find nothing happens. Now he is burning midnight oil in search of a crescent moon — the only thing he feels he may have overlooked. He's also noticed that other people are having trouble in moving the meteor — and so is he!

Some problems come from games that are very little known.

If they are of the mail-order variety, and not available in shops, then we are usually unable to offer help if we haven't been sent a copy for review.

A disturbing letter came from **Mark Kerr** of Newcastle-upon-Tyne. "I've been trying to get a copy of **The Pawn** for my trusty Spectrum 128," says Mark, "but the 'computer' shops up here are totally unhelpful, not even willing to check if it's been released yet, or if they have it on order!"

Mark offered a deposit for the game, but they refused, saying adventures are a minority interest.

"They got quite abusive when I asked if all the graphics and design pasckages were in great demand. This was a shop



supposedly staffed by experts, yet they all looked blank when asked anything technical," added Mark.

I'm sure there are plenty of small shops who see computer games as a way of making 'easy' money. Since many, particularly older people, are frightened to go near a computer, others almost genuinely consider themselves 'experts' if they are able to plug a system together, and type RUN.

Their lack of knowledge of the subject will cost them, though, Mark, for in ignoring *The Pawn*, they are closing their eyes to the beginning of a whole new revolution in games buyers habits.

But not all computer stores are as bad as this, though.

Visit my own local games shop, Gamer in Brighton, and you well see copies of almost every adventure you care to mention, in stock.

And you should have seen their eyes pop out of their heads when I took in a pre-production copy of C-64 *PAWN*, to test out on one of their machines!

The reason I did so, was due to a possible problem you may run into if you play *The Pawn* (or even a Level 9 graphic adventure) on a C-64. If you have a faulty VIC-chip in your machine, (and some versions released by Commodore didn't fulfil the specification as interpreted by Magnetic Scrolls) it may cause the game to crash.



The fault will not show up under Commodore's standard diagnostic tests, so your local store is unlikely to be able to confirm the condition.

But the people at Magnetic Scrolls, who know the insides of a 64 like the back of their hands, have come up with a REALLY COMPLEX test, which will tell you if your VIC chip is faulty. Here is **Roddy Pratt's** Basic program listing that checks it: 10 POKE 53265,63: POKE 53265,31: GOTO 10

RUN this program, and the effect will be a wide blue band rolling up your screen, over some red on black patterns. If your VIC chip is faulty, this will crash within about one minute, and the computer will lock up. Take it to your local 64 specialists, and ask them to change the chip. Quote this magazine if you are told the chip is not faulty.

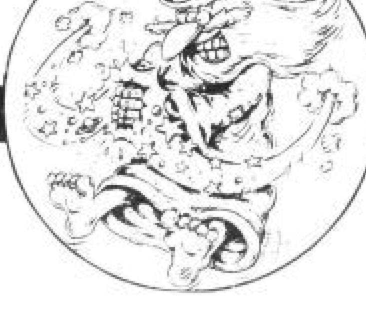
C+VG ADVENTURE HELPLINE



A–Z

I.C.U.R. in X.T.C. Y? C+VG's A2Z is 4U.OK? T.T.F.N. — K.C. Do we have to spell it out? All right. Keith Campbell presents his A to Z of Adventure Clues.

Asylum: Hack the phone for a magnet.
Asylum 2 (TRS-80): In the circular passageway is a wall that can be chopped down. After hacking the electrician to pieces and getting the fuse, try and kill the hypochondriac. Close all the doors, ten on each side, using the silver card, to get a present from the footsteps.
Aztec Tomb (Part 1): To cross the stream, do a bit of climbing first!
Ballyhoo: A little helium gives you a little voice. Give what you find in the lion's cage to Jenny.
Bored of the Rings: Morona gate is passed with ease, if you can make a Giblet sneeze! In part three, let SENSE guide you, and say HOG to get the rope. You need to summon help to escape from the willow!
Borrowed Time: Burned your hands? Try the doctor's desk.
Castle Blackstar: To delay explosion, use the flame resistant liquid from the kitchen. Wear the crown and carry the sceptre to get the sword. SAY ABRA to use the broomstick — but use it wisely! Wave the staff to pass the troll. Play the violin with the bow, to get the eggs.
Castle of Terror: Cool a hot pot with ale, for a move leading down. Examine the barrel outside the mill! If you find nothing, examine the other ! Get a spear and have a break, to find the Drac's heart-piercing stake!
Catacombs: Go to north, and go go south, the echo's a problem! Sing and invite Helf to join you, to cheer him up. To take the sword, go east after ridding yourself of the demon, and get the gauntlet. Use this to get the sword.
Causes of Chaos: The key problem is solved by telescoping the rope.
Colditz: For a blunt instrument that requires sharpening, search the sewers.
Emerald Isle: Go east from the native village for a bowl. Fancy a paddle? An axe can carve a mighty hole in a log — if you know how to do it!
Enthar Seven: Carrying the decibox into the cave will not be considered batty!
Erik the Viking: The cauldron should be emptied.
Escape From Pulsar 7: To get into the air vent, jump.
Eureka Arthurian: To purchase a boat, take statuette from banquet hall, and have a good feast, but don't go upstairs!
Eureka Caribbean: In the uranium mine, check the count all the way to the shower. Follow the plane down the runway, and then just jump in! When you are feeling nearly crushed, use the pump. The combination is on a terminal.
Eureka German: Use the mirror to answer the resistance. Have a mark for a drink. Pause for reflection before digging.
Eureka Roman: Wait on the road by the army camp until nightfall. Enter unlit tent and unlock what you find with the key from the stream. To find the swamprose, go E, SW, E and S in the swamp.
Fahrenheit 451: Show the buttercup to Clarisse. The house on the library steps is interested in Ecclesiastes! The knife is in the restaurant at E53-54. Steal it. Chemindexer is in the doctor's desk. Heat the padlock to get into the magic shop. Tell them you are sick at the hospital, and in the treatment room tell them where Dr Foster went. Use a clip on the cabinet.
Fantasia Diamond: Go and open the iron door, and get Boris to kill the guardian for you, or use his gun to do the deed yourself.
Fantastic Four: Breath and then hold it, about move 17, then wait until you lose that sinking feeling! Feel around, and clobber what you find! Make your throw a hard one, or it will simply fall back. Torch must rescue Thing in the end — concentrate on the bolder and shaft.
Gremlins: Leave the bedroom immediately, and return with a weapon from the kitchen. If you can't drive, then welding will make sure others can't.
Ground Zero: The road block is a dead end. Fell a tree and snip a fence, for fallout — there's your main defence. For a slice of bread, give the grocer a radio!
Hampstead: The man on the train wants the lathe bracket found in the industrial estate maze. The Industrial Estate Maze: From the factory entrance go N, E, E, NE, E, E, NE, N to find the lathe bracket, and N, E, E, NE, E, N to return. To meet the man on the train, wear tweeds, carry an arty mag, and be a good credit risk! For wedding bells, drive with memo and report, to enter mansion.
Helm: Blow the griffin, and KAZAM! Shine the torch to avoid hypnotism. Translate the sign in the canyon with reverse logic, for an aid to crossing the gorge. To enter the castle, ruin a used (old fashioned) sty!us.
Heroes of the Karn: The falcon chamber is south of the king's ante-room. Drink the white potion to pass the firegate. Your first hero can open something with a bit of leverage! Haldir's music and oiled hinges will lead to a chesty Khadim. Got a hero to wave a wand for a big leap.
Hitch Hiker's Guide to the Galaxy: Remove common sense from the maze, and show the door both tea, and no tea!
Jewels of Babylon: Throw the nut at the lion and feed it. Trouble with crabs? Don't talk to me, shout at rocks! The watch is at Wrecker's Cove. Unlock and open the door with the key. It's at the dead end, S and W of the pit. Be shadowed to canyon by crab, then shout! Then check north of rockpool.
Kentilla: Pull the gargoyle's arm to open the door. Get someone to hold your possessions before attempting to swim. Sagagoo activates the staff; carry a dead Quarg at all times! Give Elva the knife, and when she has made a weapon with it, have her shoot Darg-vool. Store sunlight in the crystal, for a bit of troll-bashing! Insert rod into statue



ADVENTURE

C+VG



to pass through Grako's shrine.

Leather Goddesses of Phobos: The Sultan's laundry will help you with a kiss! Extract machine parts from the scrap, and decode the remainder.

Lord of the Rings: Ask for some elfish help to cross the river in Lothlorien. To get the scroll: Tom 'Follow me'', N, W, W, N, NW, SW, W, W, S, SW, S, E, NE, SW, W, W, N, W, S. To pass a skeleton, throw a gem.

Lucifer's Realm: Tell Eichmann who you want to see, and then enlist! Try killing Booth, and then go the other way. A crystal bar is the key. Once through, remember that confession is good for the soul.

Macbeth: Climb into the sieve before giving the thumb to the Manx cat. To sum up the day: Fair and foul.

Magician's Ball: You can't get through the garden gate until after you have killed the Magician.

Magic Mountain: To find the magic carpet, go down from the maze location from which north leads to the dwarf.

Mafia Contract: Dying for a drink? Exchange a paper for a tramp's meths! To defuse the bomb, cut the blue wire, to survive meeting with rival gang boss, wear the bullet-proof vest.

Message from Andromeda: Cut the ropes to free the skeleton, for missiles to defeat the scaly thing. Wear gloves, get fungus — goodbye slug!

Mindshadow: D-vine digging reveals the slow route.

Mordon's Quest: Give Spiderman a newspaper to make visible that which cannot be seen. A spray reveals the barrier code. For more power, 'count' the hay in the barn. Dial 1611 in the time machine for the password. Trying harder to harder, or trying convince, gives the droid's password. To overcome the problem in miniature, you could use a breather!

Mystery of Munroe Manor: Carry only the brass key to unlock the wardrobe.

Pawn: The Guru might h ave something useful to say, if only he wasn't laughing at the sight of your wristband!! Don't be stumped for light after helping the Guru — mix 'em! Water is the elixir of life, and snow melts at low altitudes! Perhaps the tree-house door opens inwards? Two tools together help with the heavier groundwork. A push in private, and the floor is yours. Snow melts and white is hot!

The Pay Off: Rubbing the ashes is safe. A spray stops the noise; a stool helps to reach it.

Pen and the Dark: Examine the Pen before visiting Doctor Courtney's office. Falling rocks help with gravity, thermometers help with temperatures. Be sure to wrap up warm.

Pirate Adventure: Under a field and in a pit.

Price of Magic: Look through the door, and control what's on the other side, to open it.

Pub Quest: A slab through the shed will lighten your journey — refills in the sewer! Use the smoke canister on the rats. A slab aimed at a field will help with a tramp. Say something to get past the tramp. Examining oneself gives the key to crossing the road.

Quest for the Holy Grail: Find the rabbit, east of the narrow path. Learn about arms before approaching, and throw the grenade at it. Type it thus: GIVE KNIGHT SHRUBBERY. When you've got it, put it on the pedestal.

Robin of Sherwood: To get to Nottingham, go there when you can see it! It takes a thief to open a chest.

Seabase Delta: Play the tape to slide the doors. Blow a bubble and everything will go egg-shaped. Entere 104 and 199 to launch the small missile. Swim to get the plank, which will act as a lever.

Seas of Blood: Cut the zombie with silver.

See Ka of Assiah: Search every room for the doors to open. Slide the western door to leave the castle. Harness the wind for the Black Guardian. Slide the door! After the kill, pull the hook with the ankh on the end of the staff. Sliding the door leads the way across the lake, to the casket of Vibra. Press the staff stud, and throw it at the Guardian!

Sherlock: Tell Lestrade about the sale, and follow him to Leatherhead. Get in the cab before he does, for a drive to Old Mill Road. Code for the ripped note: A=I B=N E=U F=M G=D H=E I=V K=S L=O M=K N=A P=G Q=D R=B S=H T=R U=T V=W W=L X=Y Y=P. Code for the singed note: A=M C=R D=B G=D I=O K=T L=W O=P R=U S=A U=E V=H W=S X=N Y=T Z=Y, and then read it backwards!

Snowball: To find the crewmember: Insert mempack in video viewer, and take down the crewmember's code. Go to the north end of the cylinder. Go through doors and head north, examining the bracelet until the last colour is the same as the first colour code you wrote down. Go down and into the elevator, then press the third colour button. Walk along corridor examining the lights until they correspond with the first three colour codes. Find the mortuary and enter it, then press the colour buttons corresponding to last three colours in code.

Sorceror of Claymorgue Castle: The obvious way into the castle is not necessarily the best! Ferret about quickly, and the walk up, for you won't stay that way for long! Plainly you must push, pull, and kick, in all directions. Permeate the crate for information purposes only.

Souls of the Darkon: Zap the robot and get the visor and push the button and get the crystal and put it in the fountain! Put the crystal into thefountain for a guiding light.

Spellbreaker: The ogre has hay fever. Perhaps you can make pollen count.

Sphinx: The mouse is underneath the ballroom in the castle dungeons.

Spiderman: You can't defeat Mysterio — just feel directional from his cloud. The mirror is fixed — leave it alone!

Subsunk: Spill something corrosive on a floor door. To stop an overflow, be a sucker and do a bit of plunging with a broom handle!

Trinity: Push while it teeters to reach the central door.

Twin Kingdom Valley: The wooden staff is upstairs in the west turret.

Upper Gumtree: Use the first aid kit in the wreck, to stem the bleeding. To pacify dogs, drop some raw meat as they approach. Drop the hanky in the field, but don't forget to shut the gates!

Valkyrie 17: The stethoscope is an indirect route to cash. Pawn the necklace. The key to Room 20 is hidden in a handbag.

Vera Cruz: Get some info on Fuzzy's bar, and for a statement from Hubert Delroche, study the matchbox.

Warlord: To avoid burns, examine someone who should have suffered from them. Urn needs headwear! Throw the urn into the fire for a victory over Formorians.

Waxworks: If mummy is a bother, wear the talisman and give her leaves!

Zim Sala Bim: Check the Sultan's jacket to sleep in Sultan style. For help with the treasure chest, help the beggar! Look at Sultan's fireplace to escape with treasure pile. Through the chimney and back with a key.

Zork II: Sweets for a reptile, well for a clue, and pour to float a basket. Three spheres lead to a fourth, and the wizard's downfall.

ZZZZ: If the crocodile stands in your way, stand on him! Raise the sign and your hand, then pay your fare. Open the exit and leave the bus. Ring the bell, and give it to Sanman at the igloo. Thumb a lift to cross the road.





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- **REVIEWER: KEITH**

Earthquakes threaten Eternia, and King Randor summons Prince Adam to seek out He-man, for only he can save the land. As the Prince, you know better than to set off in search of He-man. Instead you must find the Sword Of Power that actually transforms you into He-man. Without it, you will get nowhere.

A tour of the locality reveals the extent of the damage caused by the quakes. A stable block has collapsed, and the Palace Gardens are in a state of ruin. Down at the inn, many of the locals have gone for shelter, and, presumably, inner-strength! There, if observant, you might meet an old friend in the crowd.

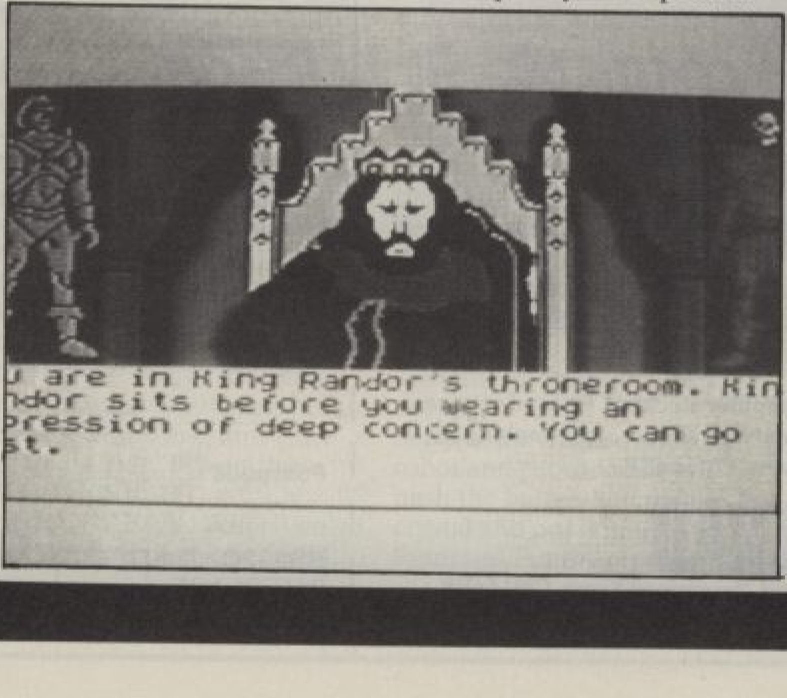
Knowing the secret, you will soon make your way over the Jawbridge and into Grayskull Castle, where your old friend, The Sorceress, confirms that indeed, it is none other than the dastardly Skeletor who is behind the quakes. She offers you help in defeating him, but first asks you to restore the Timelinks. Do this, and a potent weapon will be yours.

Before long you will be traversing tunnels and caves, and emerging into the Shadowlands. Along the way you will meet up with many characters. It pays to stop and talk to them! But you won't find Cringer. The necessary program logic would have been not only mindbending, but too large, says Mike Woodroffe, one of the co-authors. "Adventurers try out ANYTHING" he explained. "Imagine what would happen if, for example, Cringer was Battlecat, with He-MAN Riding him, and He-man decided to drop his sword!"

There are also some real nasties to test you — Beastman, Mantanna, Merman, and Skeletor — and there's no shortage of monsters, either. If the scorpions don't get you, chances are Rockbinder or the Shadow Weaver will.

A lot of thought, plus some trial and error, is required to determine how to either pass or defeat them. There's a fair number of sudden death situations, in doing this, which normally would be quite unacceptable. However, the way it is handled in this game, makes the adventure very playable, and, perhaps, even more realistic. After all, in real life, it is quite likely that you would walk into a trap with no warning, yet would be able to save yourself had you had the knowledge of how to overcome it.

When you walk into a dangerous situation, there are usually a few moves before you die. Thus if you make regular use of the QSAVE option, you get the chance for a little experimentation, to try to discover the way out, before it is too late. And then you can return quickly to the point at which you saved, by QLOADing an old position.



This is the adventure game — do not confuse it with the *Masters Of The Universe* arcade game. There are over 80 locations and, except on the BBC and C-16 versions, each has an attractive and instantly displayed picture. The BBC and Spectrum 128 versions have augmented text.

Masters Of the Universe is not easy. The hand of Stefan Ufnowski has once again been at work here, in conjunction with Mike Woodroffe, Teoman Urmak and Graham Lilley. So you won't be surprised to find strange devices like a Minus Manale, a Moleculator and a Wycord lying around.

The EXAMINE command is required extensively, and is often rewarding in disclosing hidden objects, and vital clues. Unfortunately, although many clues describing objects put you on the track of the correct solution, implementing it is another matter.

If you went along to the local hardware shop, and asked for a Minus Manacle, for example, you would expect more than just a rundown of its purpose — you would hope for a set of operating instructions. The Manacle, to do its work, must be attached to something, although you are not told so. That would be fair enough if the required command was simple, with plenty of alternative words. However, you must FIT MANACLE To xxxxxx. FIT MANACLE on its own, in the right location, will not do. PLACE, ATTACH, PUT, and FIX are not allowed.

Other than this, here is another excellent adventure from the Adventure Soft team.

▶ VOCABULARY	5
▶ ATMOSPHERE	8
▶ PERSONAL	8
▶ VALUE	8

ESCAPE FROM KHOSHIMA

▶ SUPPLIER: ATLANTIS SOFTWARE LTD
▶ MACHINES: AMSTRAD, 464/664/6128
▶ PRICE: CASSETTE £1.99
▶ REVIEWER: KEITH

You have been held Prisoner Of War by the Japanese for over a year.

Relying on the difficulty of escaping through the Burmese Jungle, security at the camp is nominal.

Today, there are only two guards left in the camp, and they are both sleeping in the heat of the afternoon . . . .

The object of the game is to escape from the camp and through the jungle.

The game starts off in the barrack room. There are just rows of empty beds, an open door through which a soldier can be seen.

Oh well, be bold and try the obvious. I walk through the door and straight into the camp compound. The soldier did not stop me. My luck is holding.

The jungle lies to the south. I keep on walking one and on and on. Guess what? I'm hopelessly lost. I cry for help. PARDON? Comes the reply. It was worth a try. Back to the beginning.

Various objects are lying around the camp, most are immediately visible. So the first stage of the camp involves collecting everything you see lying around, and finding one or two other items.

One doesn't have to be too discerning, since everything that is available can be carried.

After visiting the Commandant's office, guard room, barracks, and hospital, there are numerous exits to the jungle — but which one should be taken?

And will you make it unobserved? If not, the guards will send the dogs after you.

The weather is hot enough to kill you through thirst, and finding water is not so easy — although once you do, you may find more of it than you bargained for!

This adventure is quite competently written, but lacks that certain sparkle necessary to make it stand out from many others.

It is all rather routine and tedious.

There are graphics, but many of the pictures are almost identical to each other, and none are particularly inspiring.

The worst I came across was of a waterfall, with a plain zig-zag sheet of blue crossing a cliff.

From the way the game reacts and displays, I strongly suspect the GAC was used to create it, although no mention is made on the inlay.

Escape from Khoshima uses normal VERB/NOUN commands such as Drink Water, Open Drawer, Get Knife. Direction commands are N for North etc.

You can turn the graphics off and play it as a straightforward text adventure which, when taking into the quality of them into consideration, is no bad thing.

Not bad for the price, and should give some hours of play.

▶ VOCABULARY	7
▶ ATMOSPHERE	5
▶ PERSONAL	5
▶ VALUE	9

RAYS

▶ SUPPLIER: TARTAN SOFTWARE
▶ MACHINE: SPECTRUM 48K
▶ PRICE: £4.99 MAIL ORDER ONLY FROM: TARTAN SOFTWARE, 16 BAILIE NORRIE CRESCENT, MONTROSE, ANGUS, SCOTLAND.
▶ REVIEWER: KEITH

Four of the sun's eight rays have been stolen by the Moon Raydiator. It seems that the MR is acting in retaliation against the proposed marriage of his daughter Diana, to the Sun God. But by dawn tomorrow, if the rays have not been found and restored, the sun will not shine, and all living things on earth will perish. Your job is to find them.

Well, despite the sickly scenario, if the rays are treated as treasures, there's no reason why the adventure shouldn't be enjoyable. I thought. So I pressed on.

This is a *Quilled* adventure of the primitive sort, that is to say, white on blue text, with Spectrum character set, and square cursor. True, there are a few illustrations, although I found none on my pre-production copy.

But it is the text and the logic that lets the game down. I examined a carton I came across, and apparently it contained a toy, for the screen was redisplayed with the new object listed, but with no message to tell me I had found something. I examined the toy, and the same thing happened. This time, a battery appeared.

I picked up the lot, and then every time I examined either carton or toy, the toy or the battery, respectively, was dropped, and removed from my inventory. Trying to insert the battery in the toy brought the killer: "Try something else."

But the worst part for me, was a rusted bolt problem. Having found some toast and butter in the kitchen, I suspected the butter might ease the bolt. Trying to pick it up, I was told: "It's not here." I couldn't believe my eyes! The program was lying; the butter WAS there — it was listed plainly on the screen! The toast wouldn't let me pick it up either, complaining that it was too dry without butter spread on it. SPREAD BUTTER resulted in a new object, BUTTERED TOAST. The final straw was trying to GET TOAST. You've guessed — still too dry without butter spread on it!

All this goes to prove that, with *The Quill*, anyone can write an adventure without knowledge of a programming language. But to have credibility, it must behave logically. All the logical steps that a real programmer would have had to write into his code, must be properly thought out, and supplied to *The Quill*. They are manifestly absent in *Rays*.

I feel a bit rotten about giving this game a poor review. Author Audrey Meredith, of Dublin, has dedicated the game to me, on account of the enjoyment and help she has received from the Helpline. However, I would be failing in my duty to readers, the prospective purchasers, were I to recommend it — sorry Audrey.

On the reverse side of the finished cassette (which I haven't seen) comes some instructions on adventure playing, and a three-part adventure called *Doors*, aimed at the novice adventurer. "Friendly and ongoing," is how Audrey describes them. Green Door takes you into a world of fantasy about a green witch; Black Door is set in an Egyptian Tomb; and Blue Door is about Bluebeard.

Save your pennies for a better game.

▶ VOCABULARY	5
▶ ATMOSPHERE	4
▶ PERSONAL	2
▶ VALUE	5




lėvi'athan (lĭvəi·ăþăn). ME.
[a. L. (Vulg.), a. Heb. *livyāthān*. Ult. origin unkn.]
n. huge ship; anything very large of its kind.
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ADVENTURE

C+VG 2 REVIEWS



KILLED UNTIL DEAD

▶ **SUPPLIER: ACCOLADE**
▶ **MACHINE: CBM 64**
▶ **PRICE: N/A**
▶ **REVIEWER: MARSHALL M. ROSENTHAL**

Good afternoon. My name is Hercule Holmes. You are probably wondering why I have asked you to join me here in the Gargoyle Hotel?

Did you see the other guests? They are not ordinary people, in fact they are five of the world's greatest mystery writers.

One of them, I do not know which as of yet, is no longer content with literary mayhem and has decided to commit a "perfect" murder this very evening.

But he shall not fool me, for I am truly a great detective. With your help, I shall seek out this would-be killer, force a confession, and prevent a henious crime. It is a mere tut that I have only until midnight to avert this disaster. Nor do I fear the consequences of error, although I have heard vague rumours of what might happen should I guess wrong.

First we shall study my files. I have compiled much about these so-called guests; Sydney Meanstreet, Lord Peter Flimsey, Agatha Maypole, Mike Stammer and Claudia von Bulow. Note please the pertinent (and impertinent) facts about their personalities, their habits, likes and dislikes.

I have placed a network of sophisticated camera monitors and listening devices throughout the hotel. These shall enable us to "go" almost anywhere electronically; silently observing a monitoring their conversations.

There is also a portable mobile unit/camera which is excellently equipped for gathering clues from the writer's rooms.

This can not be done, however, until after the correct response has been given to a mystery trivia question.

Should the unthinkable occur; a security guard will bar any efforts to enter the room for 10 minutes of game time, and we will have to try again later. Remember, we must keep track of any clues found inside the rooms, especially notes or messages that might indicate possible clandestine meetings.

I have also installed a video tape recorder with three timers. It will enable us to record events even if we are not able to directly view them at the time.

Feel free to consult my Detective Journal, for in it will be found all that we have discovered. Use it to organise the facts, and consider the clues and the red herrings.

We must not neglect the guests; let us approach and speak with them. This can best be done through the video-telephone; there is no need to leave the comfort of this desk console.

Observe their concern and reactions as they are assailed by facts and acquired information.

Yes, they are indeed like children in our hands. Soon they will empty their minds of all they know of this affair.

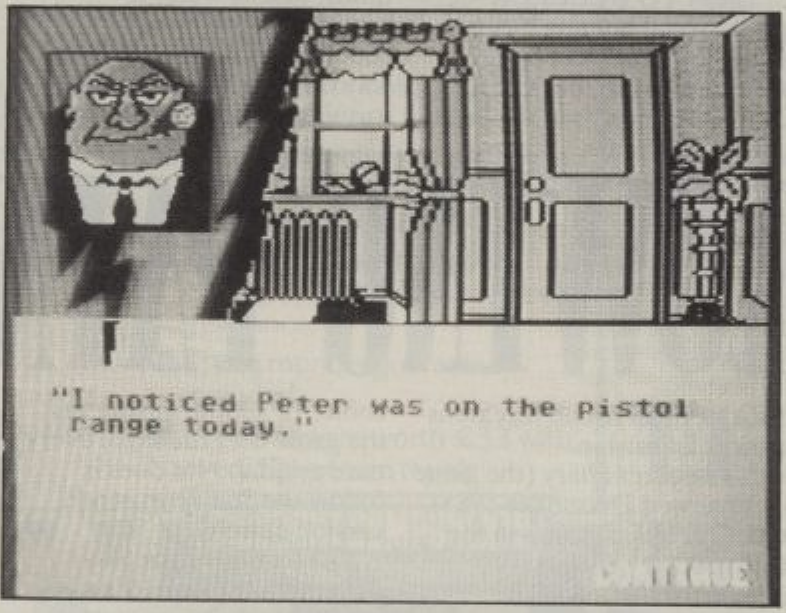
Now it is time to confront the killer-to-be. Watch this disbelief as the plot is exposed. See him cringe as all becomes known, as his secrets are stripped away layer by layer. Are we not right? Ah Hercule, are we not clever?

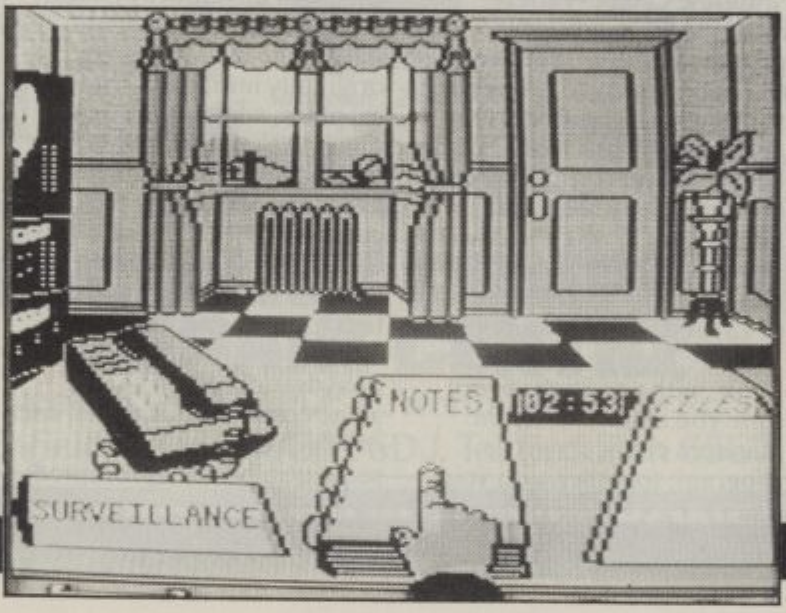
Killed Until Dead lets you assume the persona of Hercule Holmes, hopefully with a bit less conceit (depending perhaps upon the skill level chosen).

An onscreen clock counts down the 12 hours between noon and midnight, the hour of the dastardly deed, consuming about 24 minutes of real time.

There are 20 different mystery plots to solve, each with its own clues and variations.

The joystick is used to make all of the selections and adding to the fun is the humorous cartoon-like animation of the characters, and a wealth of digitised sound effects.





▶ **VOCABULARY**	**7**
▶ **ATMOSPHERE**	**8**
▶ **PERSONAL**	**8**
▶ **VALUE**	**N/A**



ADVENTURE



C+VG 3 REVIEWS

NECRIS DOME

- ► SUPPLIER: CODEMASTERS SOFTWARE CO. LTD.
- ► MACHINE: COMMODORE 64
- ► PRICE £2.99
- ► REVIEWER: KEITH

In the far future, with the earth's resources severly depleted, the dead are sent to an orbiting cemetery, the Necris Dome, to conserve space. The Dome is run by Mandroids, but their boss, the Arch-Mandroid, has become a sentient renegade, and a threat to the earth. You are shipped abroad the Dome in a coffin, and your mission is to kill the Arch baddy at all costs.

With a background scenario as flawed as this (if things were that bad, they'd re-cycle the corpses, instead of depleting fuel resources even further to get them into orbit) the game itself has got to be an improvement.

That was my theory, anyway! The instructions tell you that PUSH LID will get out of the casket in which you arrive. So, I found, did LISTEN TO BLEEPER — my personal homing bleeper. I thought I'd take the coffin around with me, but GET COFFIN merely put me back inside it — apparently the parser was looking only for one letter, the 'G' of GO. This time, however, there was a pair of gloves inside.

Moving around the dome, I went from chamber to chamber, and came across Mandroids, and a Battle Droid, and all sorts of weird machinery, most of which seemed unusable. I met instant death a number of times, just by walking innocently into places I shouldn't. Trying to fight my way out with my At-lan ("a formidably powerful weapon") had no effect. It seems that its extremely formidable power will work only on the Arch mandroid.

What a very strange game! To be successful, an adventure must hold the interest of the player. Being weak on background, logic, atmosphere, and mystery, I soon found it failed to hold me, and I lost any motivation to proceed further.

► VOCABULARY	3
► ATMOSPHERE	2
► PERSONAL	3
► VALUE	5

GROWING PAINS

- ► SUPPLIER: VIRGIN/MOSAIC/ LEVEL 9
- ► MACHINES: AMSTRAD, SPECTRUM 48/128K, COMMODORE 64/128, ATARI 400/800, BBC B AND MX
- ► PRICE: £9.95
- ► REVIEWER: KEITH

Here is Adrian, grown up a bit since his famous secret diary. Now fifteen, and with O levels looming, he's trying to cope with parents who keep parting and having reconciliations.

His father's girl-friend has a baby, and moves in with Adrian's gran. His mother also has a baby, and creates havoc at the social security officers when her giro-cheque fails to arrive. Meanwhile, Pandora continues to dominate Adrian's thoughts, but the unexpected arrival of an American friend threatens their relationship.

Like Secret Diary (the game — reviewed December 1985), *Growing Pains* comes in the form of diary entries. It is interactive fiction of the 'multiple choice' variety, rather than an adventure proper. Every so often you get the opportunity to select what to do next, by number. For example, Adrian realises that he's never seen either a dead body or a female nipple. Should he (1) Ask Pandora to show him one of hers; (2) Resign himself to ignorance; or (3) Ask Nigel for advice?

It's really like reading the book, with variations every time you make a decision. Random elements in the program, together with your choice of action, ensure that the game isn't the same every time around. Nor does it follow the Sue Townsend version enirely.

The format of the play demonstrates Level 9's excellent adventure system, adapted and used to good advantage in a way never originally intended. There are graphics, which don't add much to the proceedings, but at least this time the pictures are more relevant to the current subject. There's 'type-ahead', or should I say 'read ahead'? And there's plenty of text to read, decompressed from a state of virtual dehydration. Even so, the game comes in four parts, each of which must be loaded sequentially when prompted.

But did I detect a glitch, or just a silly mistake in the narrative? The entry for December 31st refers to what is going on at school, and the sending of Christmas cards. And the bonfire party is held on Thursday November 4th.

The object is to become the most popular boy in the neighbourhood, and every so often your percentage score is displayed, together with a suitable description such as 'namby pamby schoolboy'. But don't expect to solve puzzles to achieve a 100% rating — this must be played by intuition! It should please Mole fans everywhere — it is excellently produced, and full of humour.



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Oh Boggit! We give in. Are you stuck in the Gloomy Lands, stranded by the Wiffy Mountains or trapped in the Goblin's Dungeon? Don't worry. Help is at hand. C+VG proudly presents Keith Campbell's Complete Solution Number Two — Delta 4's The Boggit.

The B

The solution to The Boggit is arranged in order of locations visited. Where it is necessary to return to a previously visited location, the direction command is followed by the location number in brackets. For example W(1) means "go west and you will be in location 1."

Note that locations which are not necessary to visit, are not included here, to aid clarity. Many thanks to C+VG reader **Kenneth Sean Allan**, of Houghton-le-Spring, who sent in his solution.

"I want it to be only printed in my favourite magazine — C+VG", he writes.

I used Kenneth's solution as the basis for exhaustively playing and replaying **The Boggit**, to include more detail and explanation.

PART ONE

1. THE TUNNEL-LIKE HALL
To leave, you must know the correct number for the combinaton lock on the door. The clue is in the diary, which is hidden in the chest. OPEN CHEST and CLIMB INTO CHEST, to get the diary. READ DIARY for a list of three dates. 1985 isn't a leap year, so the date 29/2/85 is false, and is the correct number for the lock.

While you are in this location, Grandalf will arrive with a box of explosive chocolates. You have only a few moves to THROW CHOCOLATES before they explode.

S leads to the toilet. Do not bother to go, yet! DIAL 29285, and GO OUT.

2. OUTSIDE THE BOGGIT HOLE
SAY 0 when asked the value of one fourteenth of Thorny's treasure. Note what the theologist tells you. Before long you will find yourself in:

3. THE ROUND GREEN TOILET
Go north to return to (1). Talk to Thorny and Grandalf, and tell them to follow you, before leaving, and then continue east from (2).

4. GLOOMY LANDS
Go north.

5. GLOOMY FOREST
When faced with the trolls, you need the answer to the theologist's clue: SAY LUX. This disposes of the trolls, and you should now CLIMB INTO CAULDRON to GET KEY, and CLIMB OUT, before heading north again.

6. TROLL PATH
Here is the door, so UNLOCK DOOR, OPEN DOOR, (rather laboriously!), and go north to enter.

7. TROLL'S APARTMENT
There is a useful rope here, so GET ROPE before returning to (5) and heading east.

8. EDGE OF WILBERLAND
Head east again to reach:

9. SECRET VALLEY OF RIVENDULL
And then go north to enter:

10. SMELROND'S HOUSE
Here you should talk to Smelly, and he will give you lunch, which you should take and eat. Go south to return to (9), then continue east.

11. WESTERN ENTRANCE TO WIFFY MOUNTAINS
You are now near a maze of mountain paths. You need three objects from the maze: a credit card, a cigarette, and a security card. Following the route: S, S (credit card), N (cigarette), N,E,S (security card), N, and W, will take you to Beorn's House. GO IN.

12. BEORN'S CUPBOARD
Take the marmalade sandwich — but don't eat it! You have now completed everything you need to do in Part 1. Proceed OUT, W, W, and N, to reach the cave.

13 CAVE
Here is where you pass into Part Two. Type a few commands that keep you in the cave, and a large crack will appear. To proceed, you will be prompted to SAVE the data before loading the next part.

PART TWO

1. IN THE GOBLIN'S DUNGEON
Here you must DIG the sandy floor to reveal a trapdoor. SMASH TRAPDOOR reveals a TORCH and GOBLIN'S CASH — take them both.

EXAMINE TORCH dislodges the battery within, and a Goblin runs off with the torch. INSERT BATTERY now causes the battery to be inserted in the sword, which starts to glow. THROWing the ROPE is now necessary, until it fastens itself securely to the ledge by the window. PULL ROPE lowers the window until you are able to climb through it to:

2. THE DARK WINDING PASSAGE
Make sure you collect the rope, as it is your only means of escape if you are captured. GO SW.

3. THE BIG GOBLIN'S CAVERN
Here you will find an egg. GET EGG, and return to (2). To reach Goblin's Gate from here (see Passages) go: E, W, W, U.

4. THE PASSAGES . . .
These form a maze. Before moving to Part Three, you will need to get the Golden Ring. From (2) go: SE, N, SE, E, SE, E for the ring.

At any time you may get captured, and end up back at (1). Simply repeat the rope trick to return to the passages — each time remembering to GET ROPE after you have used it.

If Goldbum asks you his riddle before you have the ring and egg, type AFRICAN OR EUROPEAN. If he asks you a second riddle, or, when you have both the items, type DELTA 4. This takes you into the real world of Fergus's bedroom in Swanmore, where you will meet Colin and Judith. Stroll around if you will, but to return, simply type BOGGIT. You will now be at Goblin's Gate.

5. GOBLIN'S GATE AND BEYOND . . .
Go U, and you will find yourself at the top of a tree. Wait until an eagle carries you all. He will deposit you in his nest, and leave for a while to find a bare head to use as a toilet. On his return, he will carry you off into Part Three.

PART THREE

1. DARK WOODS
West leads back to the previous part. GO E, to:

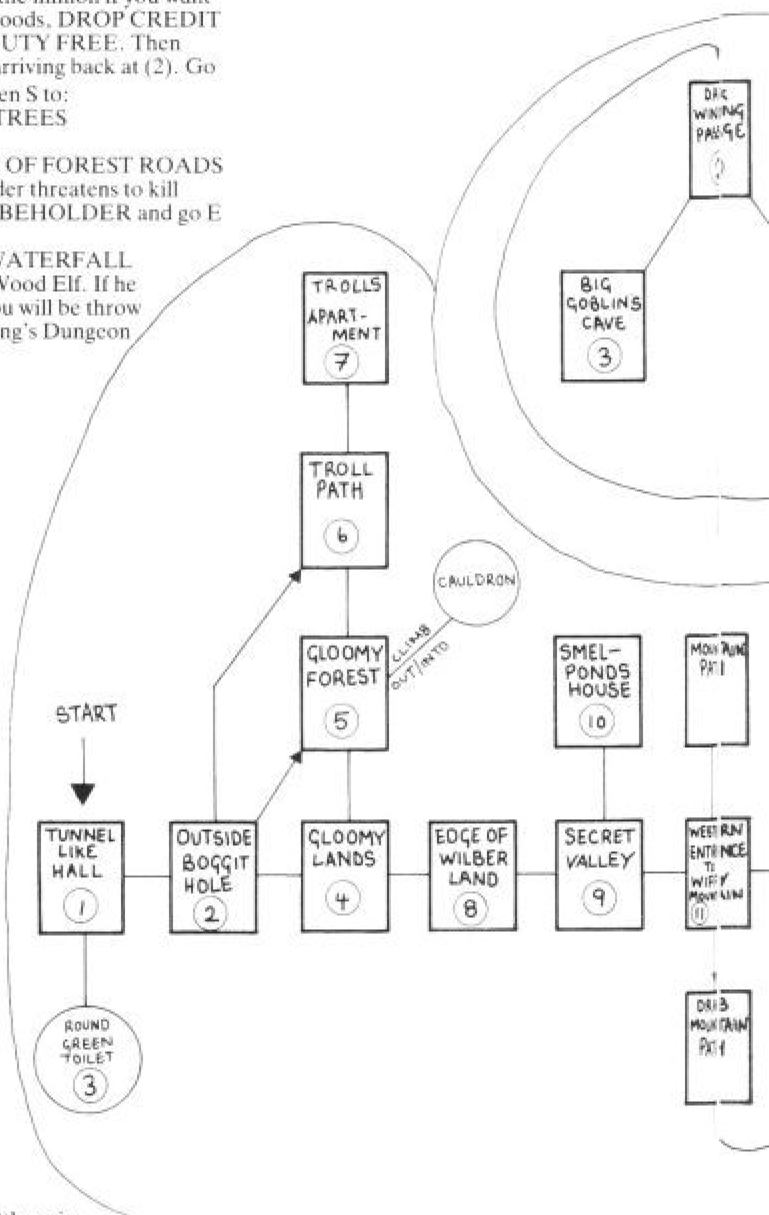
2. WEST BANK OF RIVER
Here there is a boat. CLIMB INTO BOAT.

3. IN BOAT
When asked by the minion if you want any Duty Free goods, DROP CREDIT CARD. GET DUTY FREE. Then CLIMB OUT, arriving back at (2). Go W to (1), and then S to:

4. SINISTER TREES
GO E.

5. JUNCTION OF FOREST ROADS
Here the Beholder threatens to kill you. ATTACK BEHOLDER and go E to:

6. BASE OF WATERFALL
Here there is a Wood Elf. If he captures you, you will be throw into the Elvenking's Dungeon (12). Follow the



route out of (12) to return. Otherwise, go S to:

7. BESIDE RIVER WALKING
Go S to:

8. BROAD PAVED HIGHWAY
Go S to:

9. OUTSIDE 'DOL' COOLER
Go S to:

10. INSIDE ASYLUM
There is a slot in the wall. INSERT SECURITY CARD and you will find yourself in:

11. DRAIN'S PADDED CELL
Where you will find Drain in a straight jacket. UNTIE DRAIN and he will drop something. LOOK to see what it is, and then TAKE CURIOUS KEY, and INSERT SECURITY CARD to return to (10) and then go N(9), N(8), N(7), N(6). Here you will get captured by the Wood Elf, and find yourself in:

12. THE ELVENKING'S DARK DANK DUNGEON
Keep typing WAIT until the pink door has been unlocked and opened. WEAR RING, and go SW to:

13. THE ELVENKING'S WINE CELLAR
If you are not wearing the ring, you will be immediately ejected by the butler, so repeat the actions from location (12).

If the butler allows you to remain, WAIT until he opens the barrel, (he won't do this until the pink door has been closed and locked) and CLIMB INTO BARREL.

14. IN A BARREL
DRINK the red WINE while inside, and continue to type WAIT until the barrel falls open, when you can CLIMB OUT to find yourself on the:

15. SHORE OF EXAGGERATED LAKE
From here, go E to:

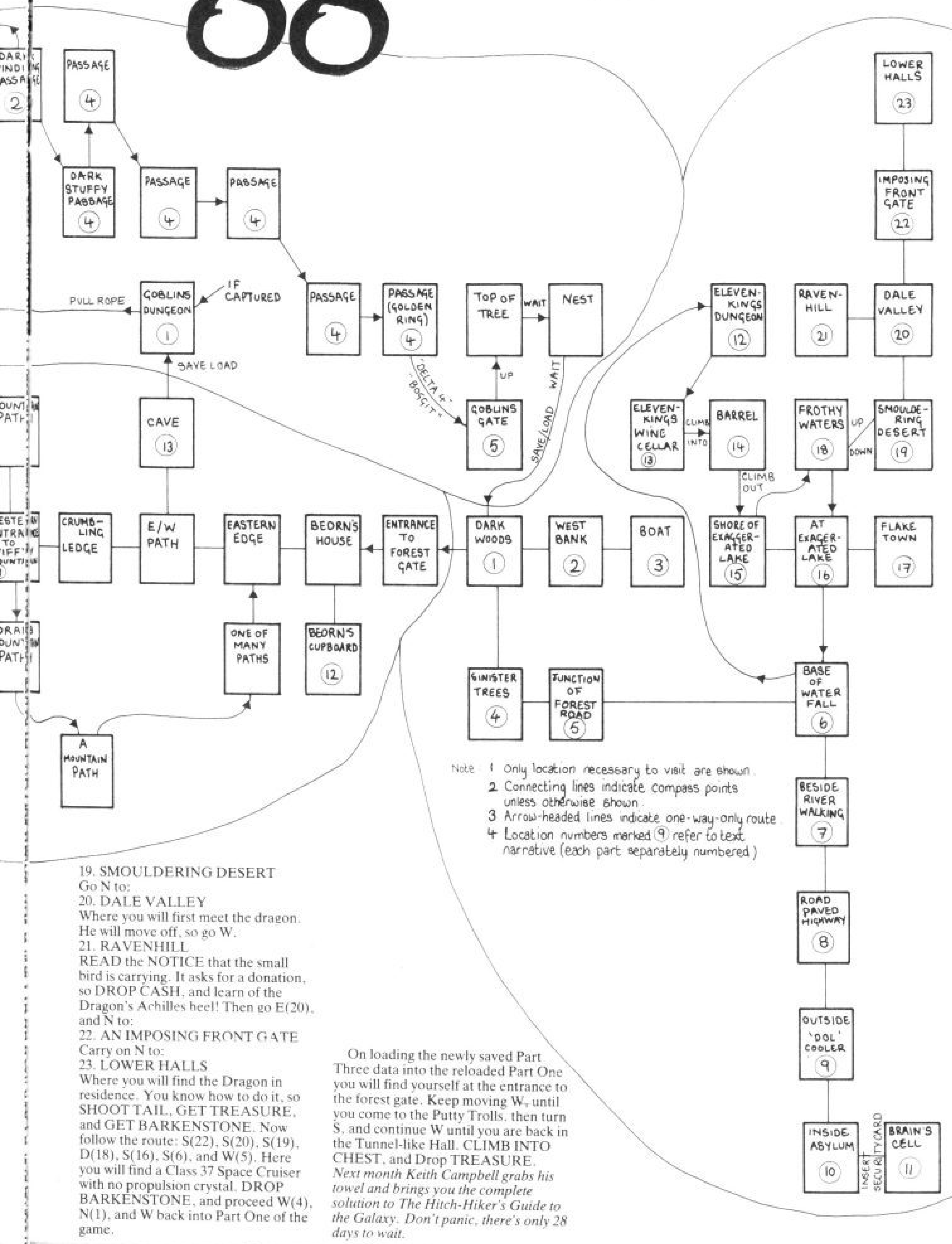
16. AT EXAGGERATED LAKE
If you got captured before taking the curious key, go S to (6), else go E to:

17. FLAKE TOWN
Lard is here, so TALK TO LARD, and SAY HELLO. To get the weaponry to kill the dragon, DROP DUTY FREE, and DROP CURIOUS KEY. Then GET BOW and GET ARROW, and go W to (16), and then N to:

18. FROTHY WATERS
Go U to:

Boggit

MAP
C+VG MAP C+VG



19. SMOULDERING DESERT
Go N to:
20. DALE VALLEY
Where you will first meet the dragon. He will move off, so go W.
21. RAVENHILL
READ the NOTICE that the small bird is carrying. It asks for a donation, so DROP CASH, and learn of the Dragon's Achilles heel! Then go E(20), and N to:
22. AN IMPOSING FRONT GATE
Carry on N to:
23. LOWER HALLS
Where you will find the Dragon in residence. You know how to do it, so SHOOT TAIL, GET TREASURE, and GET BARKENSTONE. Now follow the route: S(22), S(20), S(19), D(18), S(16), S(6), and W(5). Here you will find a Class 37 Space Cruiser with no propulsion crystal. DROP BARKENSTONE, and proceed W(4), N(1), and W back into Part One of the game.

On loading the newly saved Part Three data into the reloaded Part One you will find yourself at the entrance to the forest gate. Keep moving W, until you come to the Putty Trolls, then turn S, and continue W until you are back in the Tunnel-like Hall. CLIMB INTO CHEST, and Drop TREASURE.

Next month Keith Campbell grabs his towel and brings you the complete solution to The Hitch-Hiker's Guide to the Galaxy. Don't panic, there's only 28 days to wait.

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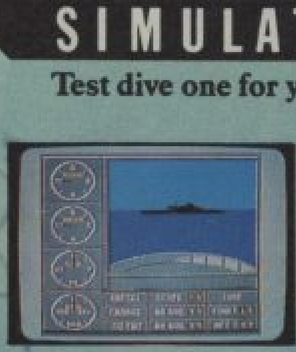
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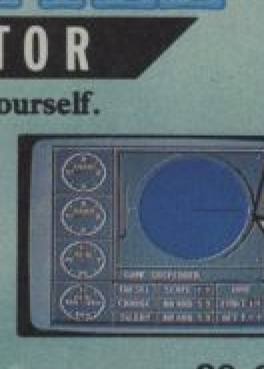
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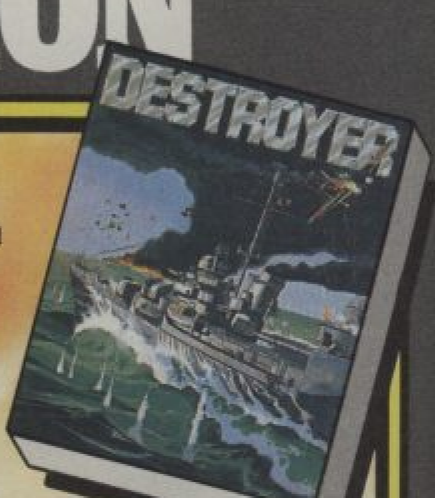
SURFACE TENSION

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The time: 1400 hours. Somewhere in the Pacific. You're at the helm, commanding the greatest concentration of firepower ever put in a lightweight fighter the deadly Fletcher Class Destroyer. You've embarked on the first simulation that actually combines the intricate, largescale strategy of wargaming with the intensity of furious, eyeball to eyeball action. This time you're right in the middle of it all. You knew it wouldn't be pretty, but how tough could it be to rescue a downed pilot? It sure seemed a lot easier than shelling islands, escorting a convoy or hunting subs. Or so you thought. But now look what you've got. Thirteen fully-operational, earbursting battle stations to worry about, all armed to the gills. Not to mention radar. Navigation. Sonar.

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ADVENTURE NEWS



● So you thought *The Pawn*'s graphics were good? Wait till you see the *Guild Of Thieves!*

At a sneak preview of *Guild* back in January, I had expected to be shown a text-only game on Magnetic Scrolls VAX computer. But after an all-night session debugging a corrupted parser, Anita Sinclair was able to show me the first micro version of the game, running on an Atari ST, complete with magnificent graphics.

Alongside the ST, artist Tristan Humphries was running through his C-64 graphics conversion for the benefit of Ken Gordon and Roddy Pratt. I can report that graphics for both machines are way, way, ahead of those in *The Pawn*!

But graphics take second place in Magnetic Scrolls' priorities, to the game itself, and the parser which drives it. Enhancements have been made, and completely new commands added.

Has that whet your appetite? *Guild of Thieves* will be released by Rainbird during May. Computer + Video Games' Adventure column will be bringing you an exclusive full review, and a look at developments at Magnetic Scrolls, in the next issue — due out on April 16th.

Don't miss being among the first to find out about one of the greatest adventures likely to come your way in 1987!

● *Hollywood Highjinks* is one of two titles announced from Infocom. Due to be released later this year, it will be joined by *Beaurocracy*, in the creation of which *Hitch Hiker's Guide* author Douglas Adams, has been involved.

Not at present finished, the only UK adventurer discovered to be currently playing *Beaurocracy*, is Anita Sinclair. Playing by night on Magnetic Scrolls' VAX, she has a special arrangement whereby she can dial into Infocom's main computer in the USA.

'It's costing a fortune — but it's worth it! It's a terrific game!" she exclaimed.

● Two of Scott Adams' most difficult adventures, *Savage Island Parts 1* and *2*, are being released for a range of machines, by Tynesoft. Complete with graphics, as well as the more popular machines, versions will be available for the Commodore Plus 4, in twin-packs.

Already reviewed in C+VG some years ago, the new releases will be up for re-review in their new formats, next month.

● Incentive Software has announced two products in support of users of their *Graphic Adventure Creator* utility.

The *GAC Paper Management System* is a pad of upwards of 200 sheets of double sided forms. Based around locations, they provide space for locations descriptions and room number, local conditions, and connections between rooms.

Since they do not provide for non-location data, they will help to keep track of things, but do not allow for complete documentation of a game.

Designed in tear-off format for easy filing, each pad costs £7.95, plus £1.25 towards postage, from Incentive, 2 Minerva House, Calleva Park, Aldermaston, Berkshire RG7 4QW.

From the same address, 'a snip at £1.25' says Incentive, comes the *GAC Adventure Writers Handbook*. A 48-page booklet in half A4 size, this has contributions from Simon Lipscomb, Tim Walsha, Pat Winstanley, John Gwinnell, and Lesley Anderson.

Starting off with "How to write a good adventure" the book continues with a detailed look at how to use the various features of the GAC; markers, counters, diagnostics, and advanced commands are just a few of the topics covered. The booklet is not specific to any machine, but it IS specific to using the GAC.

● I would like to ask other adventurers whether they like big or small adventures. You may think this is an odd question, but I hate large games. You often have millions of objects in a large game, such as *Kentilla*, and this makes my head spin!

Kentilla is fast, which is not bad, but Level 9 games are so slow. The graphics would best be removed.

The only games that need graphics are the fabarootie *Questprobe* games. They really add to the atmosphere.
Matthew Tyler,
Rochford,
Essex.

Keith: I always think that the more compact the puzzles, the better the game.

● Every year I make an assessment of the History of Adventuring. Here are my categories:

Smallest Playable Adventure: *Hulk.*
This is a category which is going out of fashion, as people judge adventures by number of locations rather than what is achieved in those locations.

Most Bug-Ridden Adventure: *Questprobe 3* (Spectrum version)
This is abysmal. Despite sending it back, I still don't have a working copy. Runner up: *Lord Of The Rings.*

Funniest Adventure: *Very Big Cave.*
This is very much a subjective category, and many will argue in favour of Fergus McNeill. However, I feel he often resorts to schoolboy humour, whilst that of St. Bride's is truly zany.

Best Ending: *Price of Magik.*
It has two endings, an optimistic and a pessimistic one. Thus you have to finish it twice to discover its secrets.

Most Illogically Mapped Game: *Lord Of The Rings.*

Most commands in the manual not recognised: *Sorderon's Shadow.* Almost nothing in the instructions is actually accepted by the game, including the two example sentences! Runner up! *Lord of the Rings.* Manual says HELP; game wants HINT.

I would be interested in what other readers think of may choices?
Malcolm Harden,
Minster,
Sheppey.

Keith: I've not played Q3 on a Spectrum, but it MUST be bad to beat LR!

● You may recall a while ago, I sent a full solution to Interceptor's *Aftershock*, for use in your column and helpline. I also sent it to several other magzines, but only received an acknowledgement and a t-shirt from YOUR magazine. I decided that the next solution would go exclusively to C+VG.
M. Kerr
Newcastle-Upon-Tyne.

Keith: Thank you, Mr. Kerr! We always TRY to answer EVERY letter sent to the C+VG Adventure Helpline. It's nice to know our efforts do not go unrewarded!

Starlight Competition



What do stars, trains and roller-stakes have in common? The answer is Starlight Express, the mega-successful West End Musical by Andrew Lloyd-Webber.

And you could be sitting in the Apollo Victoria Theatre enjoying this show if you win our Starlight Competition. You'll really see stars.

Starlight is a new label launched by Ariolasoft. Their first game is *Greyfell*, about a mysterious land caught in the evil grasp of the Evil Moron and how Norman the Wise, a humble cat, who decides to take on Moron.

Our friends at Starlight have come up with some prizes which will put a twinkle in your eye.

There are two first prizes of two tickets to see Starlight Express plus a copy of Greyfell. The next five people will get a Greyfell sweatshirt and a copy of the game. A further 25 people will get the game.

How do you get in on the action? Just answer the following questions and send your answers together with the printed coupon to Starlight Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is April 16th.

1 What is a star? Is it:
- A) A Moon
- B) A Sun
- C) A planet

2 Stars appeal to twinkle. This effect is caused by the earth's atmosphere.
- TRUE or FALSE.

3 Starlight Express is by Andrew Lloyd-Webber. Which of the following is not a Lloyd-Webber musical.
- A) Jesus Christ Superstar
- B) Phantom of the Opera.
- C) Garry and the Amazing Technicolour Pullover
- D) Cats
- E) Evita

STARLIGHT COMPETITION

Name .... Age..........

Address ....

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Computer owned ....

Sweatshirt size ....

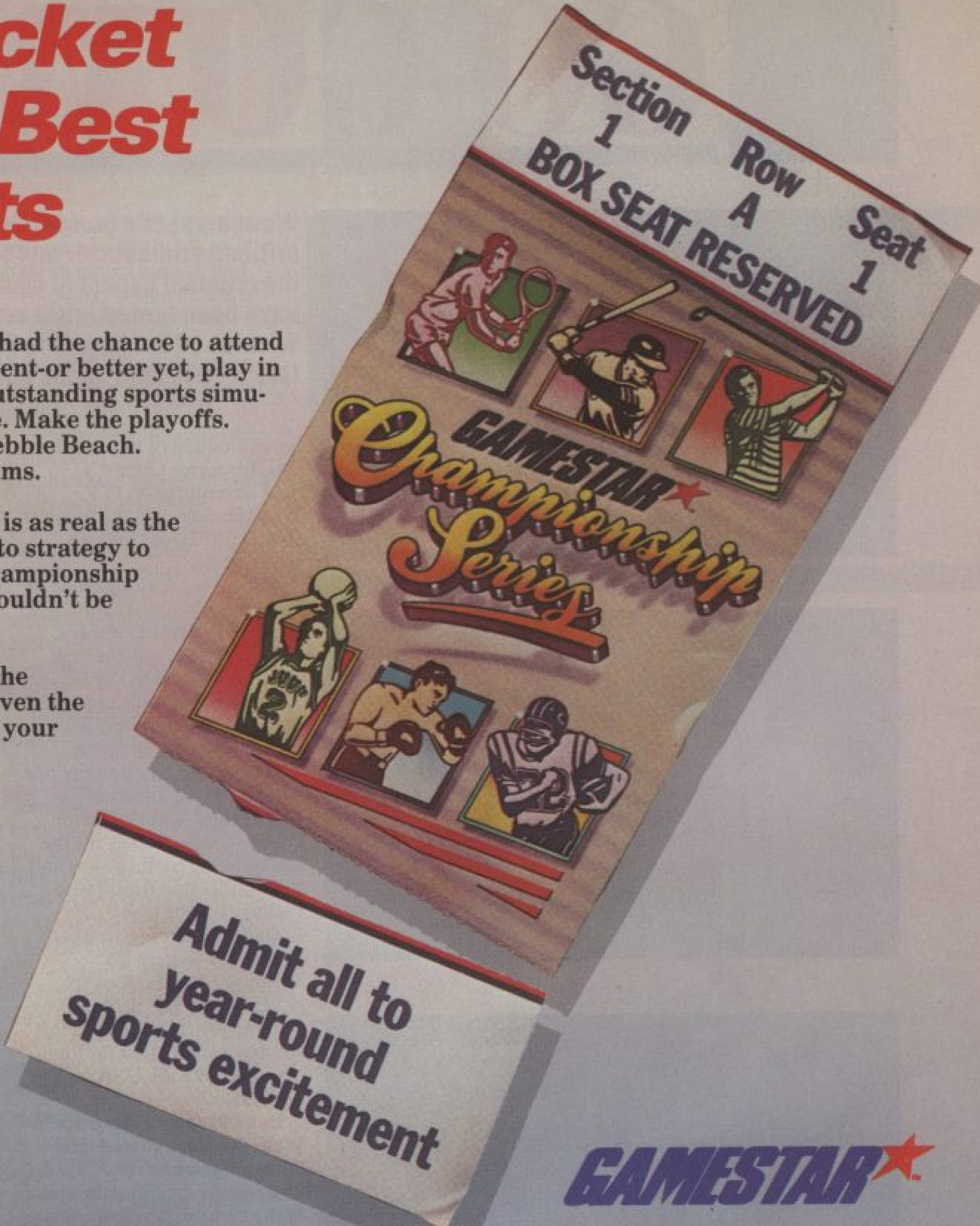
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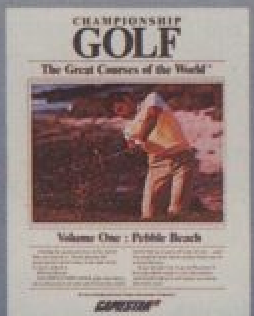
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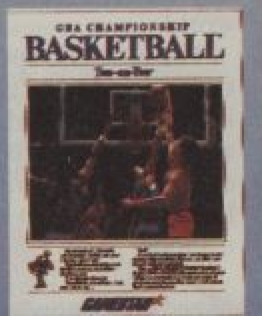
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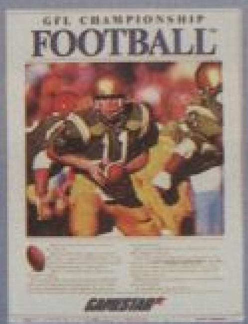
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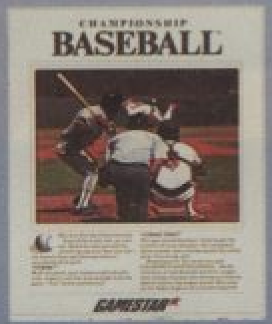
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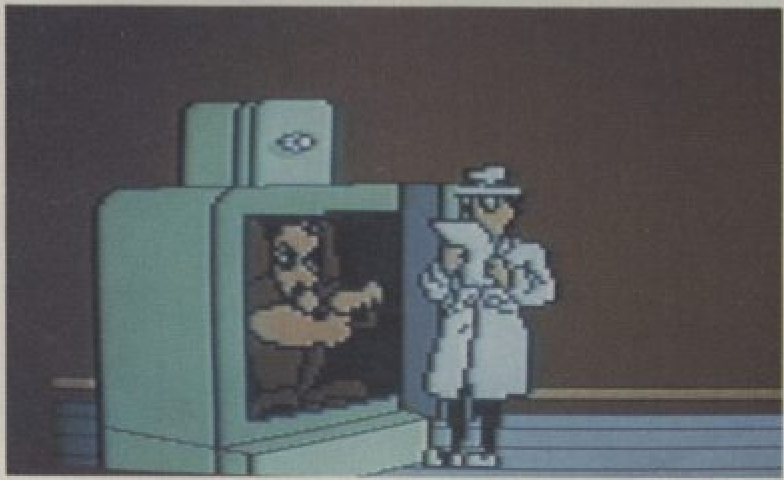
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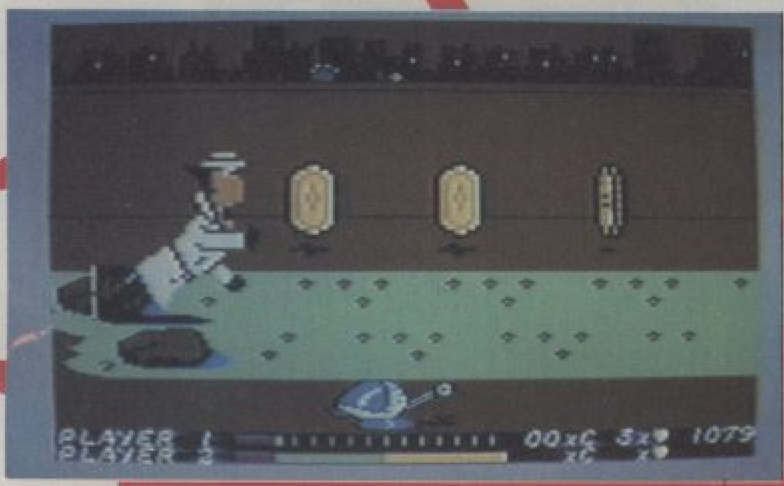
GO-GO WITH

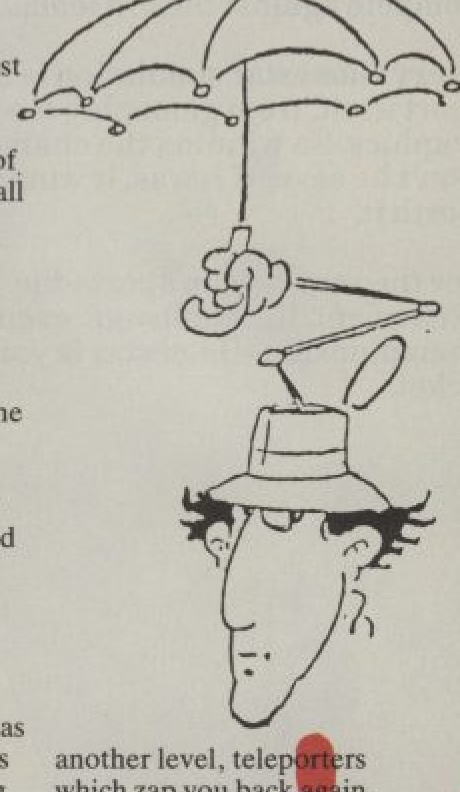
Wowsers! Let's go with Gadget, the world's most brilliant crimebuster and teevee superstar! Now the criminal capers of Gadget and his friends have been turned into a computer cartoon by the Wizards of Oz. Make the French connection with Gadget and take on the agents of M.A.D in the Circus of Fear!











Six million of you watch Inspector Gadget's adventures on ITV. Why? Because it's the funniest thing since *Dangermouse*, that's why.

Gadget is a cartoon clone of Inspector Clouseau, hero of all those Pink Panther movies. He bungles his way through criminal cases aided by his incredible array of gadgets built in to his standard-issue detective style trenchcoat.

He reckons that he's the one who foiled the agents of M.A.D and the evil Doctor Claw — but generally it's the fast thinking friend Penny and the wonder dog Brains who really crack the case.

Gadget first appeared on French TV, where his adventures can be seen six days a week. The inspector has become just as popular in this country and in other far flung countries like the USA and Australia.

But what about the game? Well, the Australian Beam Software team have successfully captured the spirit of the cartoon in pixels. A new graphics system means that the Gadget character is the biggest you've ever seen on screen anywhere in the history of the world.

The plot of Inspector Gadget and the Circus of Fear is pretty simple. M.A.D agents have planted bombs all over a circus big top. Gadget has to get to them before they explode!

The road to the circus is paved with dangers. Dangers like boulders, ponds, slippery patches, snakes, apes, man eating plants, small gremlins, hands which appear out of the ground to grab Gadget's trouser-legs, bouncing balls, more impossible to classify gremlins, holes, trap doors which send you plummeting to another level, teleporters which zap you back again, more gremlins, coins, magic wands and of course gremlins. No wonder Gadget looks a bit bewildered by all this!

The good news is that Gadget can pick up his useful gadgets along the way. Like the ever-useful Gadget-skates, Gadget-copter, Gadget-elastic legs, Gadget-hammer and many more extremely weird add-ons made famous by the TV cartoon.

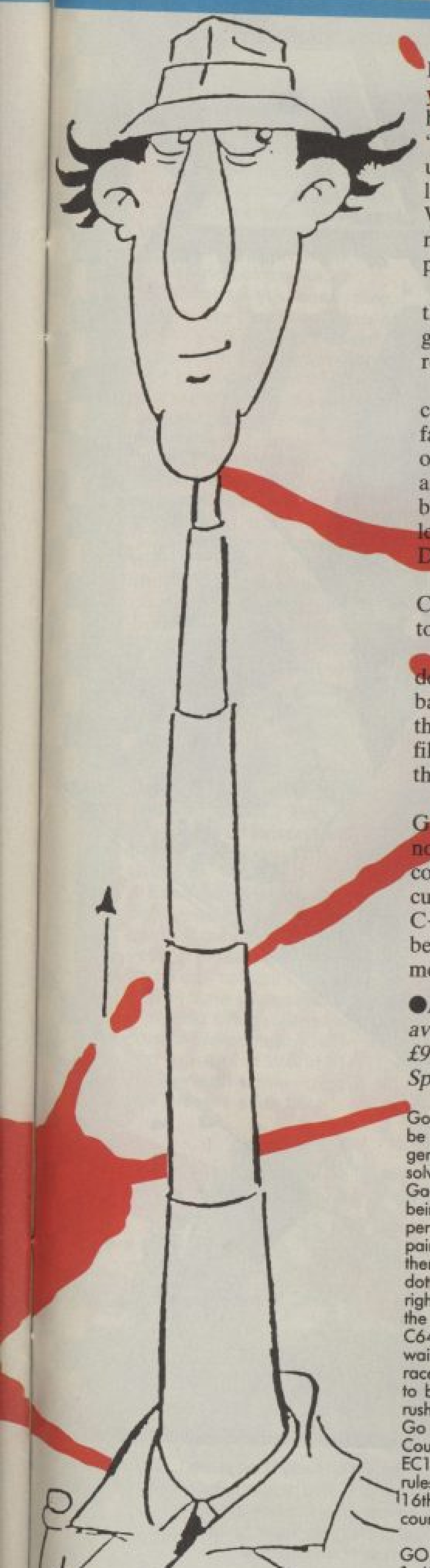
The game is divided into three worlds — the first is really a training mode where you can get to grips with the Gadgets and learn how to deal with the obstacles you encounter. On later levels there are more hazards and bombs to difuse.

The game is heavy on humour. Watch Gadget as he slips and slides across a slippery patch — a truly amusing bit of animation this.

Gadget also has speech bubbles which appear at different points of the game.

GADGET





He shouts "Go Gadget!" if you get him stuck, "Wow!" if he trips over a hazard, and "Wowsers!" when he leaps using his amazing spring loaded Gadget legs. Wowsers?! What does that mean? Answers on a postcard please!

It's the attention to detail that's been put into the graphics and animation that really make this game.

The graphics are big and colourful and capture faithfully the style of the original cartoon. The animation likewise. Gadget bounces along nicely and his leaps would please Torvill and Dean!

Inspector Gadget and the Circus of Fear is fast and fun to play.

If you're missing the French detective — who should be back on your screens soon by the way — what better way to fill in the time until he returns than by playing the game.

There are 87 episodes of Gadget made for TV. We may not see quite as many computer games based on the cute crimebuster but here at C+VG we reckon that you'll be shouting for at least one more!

●*Inspector Gadget will be available shortly on the 64 at £9.95 (£14.95 disc) and Spectrum at £9.95*

Go Go Gadget skates! Yes, you could be the proud owner of a pair of genuing Gadget roller-skates if you can solve the amazingly difficult C+VG Gadget Mystery Quiz! Those wonderful beings at **Melbourne house** has persuaded the Inspector to part with a pair of his special skates and donate them to the winner of this delightfully dotty competition. 40, yes you read right, 40 runners up will get a copy of the game, currently available for the C64 and Spectrum. So what are you waiting for? Get your skates on and race to the coupon which is just begging to be filled in. Once you've done that rush it off to *Computer + Video Games*, Go with Gadget Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Normal C+VG competition rules apply and the closing date is April 16th. Now for the questions, set of course by Penny and Brain!

GO WITH GADGET COMPETITION

1. Name the actor who starred as a daffy detective in the *Pink Panther* movies.
2. Name the West End musical which features actors zapping around on skates and pretending to be trains.
3. Name the evil leader of M.A.D.

Name: ....

Address: ....

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Computer owned (tick box) C64☐ Spectrum☐

Tie breaker: If you could have your very own gadget gizmo what would it be and how would you use it? ....

....

....

....





MAKING TRACKS

What are the vital ingredients of mega wargames. Model soldiers, no rules, up to 70 people and a good lunch afterwards. C+VG's Steve Badsey reports from the frontline of August 1914 where six German armies face five French armies. would history be re-written?

What do you need for a successful wargame? Most people would say they needed toy — sorry, model — soldiers. And if the game-scale is too big for that then you need a board, with pieces of cardboard representing hundreds and thousands of troops.

Of course, you need rules, often very complicated rules, to make your models behave as if they were real human beings. But have you ever tried to play a wargame with no rules at all, just with the human beings themselves?

Take teams of two or three players representing the controlling staff of an Army. Place them in a room, with a map, cut off from everybody else. Let them write orders for their own troops and receive communications from higher headquarters and other commanders. If you have 20 people or so on each side working like that, with about 40 umpires to co-ordinate the work between them, you have a megagame.

The megagame of August 1914 took place last November, and was one of a long series organised or supervised by military historian Dr Paddy Griffith.

Each game is usually played only once, and is no small commitment, taking typically a year to research and organise, and a day to play.

This time the game featured the great offensives along the Franco-German border in the first months of World War One. Six German armies (teams of two players each for a commander and a chief of staff) led by the great German General Staff under von Moltke (five players) faced five French armies under General Joffre (with the same organisation) plus the tiny but powerful British Expeditionary Force and the Belgian Army on the French left wing.

Megagames usually involved from 40 to 70 people, which means they take up a lot of space. A small game can be run in a private house, but a club of some kind with several small rooms is ideal. One of the best features of *August 1914* was the way in which players stuck to their orders rather than going off on their own. They were also very good at a crucial skill in this kind of wargame, marking maps accurately. Two neighbouring forces having totally different ideas of where their own troops are, not to mention the enemy, has produced more than one military disaster.

The Commander-in-Chief needs to get out from his own headquarters as often as possible to visit subordinates and make sure that they all agree on what is happening (it gets to be fun when what they have all agreed turns out to be wrong anyway).

The big problem for the French in 1914 was that driving anywhere left you completely out of touch with everybody else, and that the British, in what turned out to be the crucial position, not only didn't speak French very well but weren't actually under French command.

It is very important, once the basic problems of how to run a megagame have been solved (think of it as a seven-hour. 40-a-side obstacle race) for the umpires to give the players the right atmosphere for the game. Otherwise they just send messages in, get them out again, and it feels no different whether they are German generals in 1914 or French admirals in 1805.

Mood creation actually needs a separate cell of umpires whose job is nothing else than to make the game feel realistic.

The final aspect of any megagame is the de-brief at the end, in which the players and umpires gather together to discuss the game and try to unravel what really happened. Sometimes they can't agree, which is perfectly normal. It is not unusual for people to disagree to what happened after real battles as well.

Two years ago I won a Peninsular War battle as Wellington and my subordinates and I still disagree as to how we did it (really it was all in my master plan, and they're just jealous . . .).

In the event, the megagame of *August 1914* turned out surprisingly like the real thing, The British on the left flank showed less willingness to fight than their historical counterparts, and as an atmosphere umpire I had to phone them a few times, representing Lord Kitchener, to remind them of their duty.

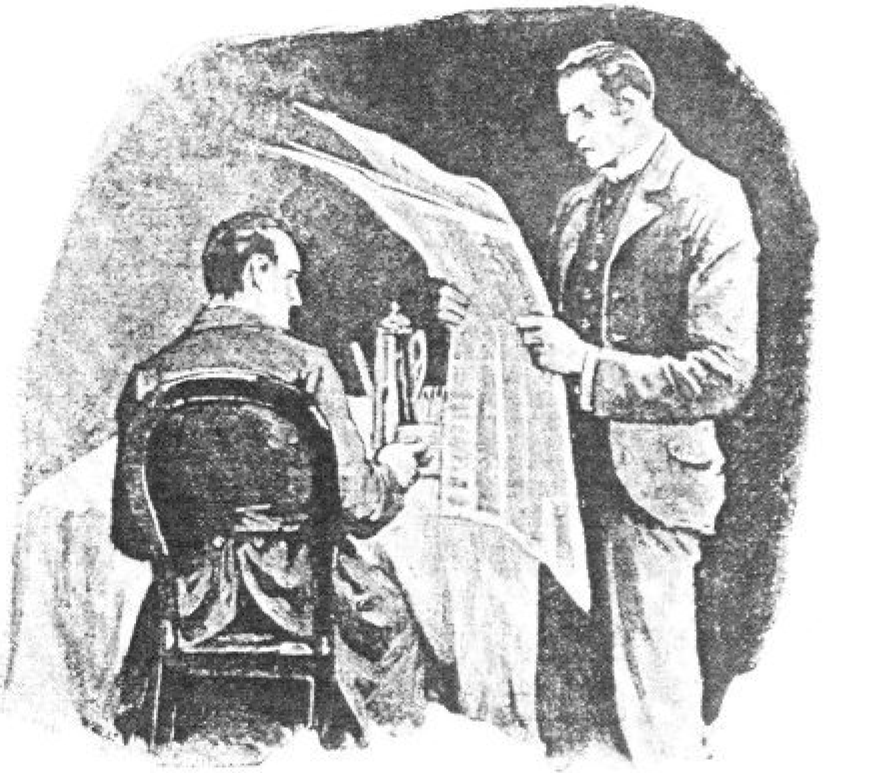
Although, the British commander did have a perfectly good reason for his behaviour: as it put it in the de-brief, "we were scared of the Germans". A rather wide gap opened up between British and French commanders the German swing west of Paris was checked.

The game ended with the Germans having got a bit further forward than they managed historically, but still being forced to retreat. It was a very impressive game. And we had some good lunches.



SHERLOCK: THE FINAI

At last the truth about the Leatherhead tragedy can be told. It was one of Sherlock Holmes' finest cases. For years the sensational truth about the body on the bridge has been securely locked in a safe deposit box belonging to Dr John H. Watson, friend and chronicler of the great detective, now in the hands of Melbourne House and C+VG. At last that box has been opened and the original notes of the case, which became known simply as Sherlock, can at last be made public.



The notes which provided the solution are written in an unknown hand, neither that of Holmes or Watson. It is possible, therefore, a third person was involved in preparing the details of the case for publication but for some reason never completed the task.

DAY ONE: MONDAY 8AM
Holmes is in the sitting room of 221B Baker Street with Watson. He says to Watson READ CHRONICLE and then goes through the plain door. Here he finds two disguises. In order to take the disguises Holmes must WEAR then TAKE OFF. He takes both disguises. He returns to the room where Watson tells him about a murder. Holmes takes the oil lamp and says to Watson FOLLOW ME. Holmes goes into Baker Street, ie out of the front door.



Holmes heads for Leatherhead after consulting the train timetable. A train leaves Kings Cross at 9.15am Holmes takes a cab to Kings Cross Road. The method of travelling in a cab in London is A HAIL CAB. B CLIMB INTO CAB. C SAY TO CABBIE "GO TO . . ." This method must be used all the time.

At platform three Holmes meets Inspector Lestrade. He waits until 9.15am and climbs into steam train. He waits until 10.30 when he arrives at Leatherhead Station. He follows Lestrade around the town and listens to his interogations. Holmes first command is FOLLOW LESTRADE and he must repeat this when the detective moves.

Holmes follows Lestrade to a sandstone bridge where he sees a female body — Mrs Brown — and a crumpled note. He TAKES and EXAMINES the note. It has been sent by someone called T. F. He closely examines the body and the bridge. Mrs Brown has been shot from close range, the bullet entering from the right temple. It appears Mrs Brown was holding the gun as she has powder burns on her right hand. There is also a chip in the sandstone bridge. From this Holmes deduces Mrs Brown MAY have committed suicide. However there is no conclusive evidence or motive at this stage.

Holmes follows Lestrade to Mrs Brown's house where the inspector interogates Basil Phipps, Daphne Strachen, the gardner, the cook and maid. Holmes learns the following.
1. Mr Brown was a top scientist working on a secret military project before his death. The plans have gone missing.
2. Basil Phipps cannot be trusted. He appears to have an alibi — staying up late playing chopin on the piano.

Next to Jane's house where Holmes meets Percival Ffawks who refuses to say where he was at the time of Mrs Brown's murder. He lives in Sidmouth Street. In the library Holmes finds what APPEARS to be the body of Mrs Jones. Lestrade returns to London but Holmes stays. He closely examines the bookcase, finds a hidden room containing bloodstained clothes labeld Tricia Fender. He goes to the study in which there is a desk, close examination reveals a drawer with a false bottom. This contains bank statements belonging to Mrs Brown showing withdrawals. There is also a note from Tricia Fender.

Holmes now wants to know more

L SOLUTION



about Tricia Fender. He goes to Daphne Stachen in the sitting room of Brown's House and says: TELL ME ABOUT TRICIA FENDER. He is told three things.

1. Tricia Fender was Mr Brown's secretary before he died.
2. She lives in London at Portman Street.
3. She and Mrs Jones looked very alike.

Holmes now must investigate Basil Phipps. He goes to his flat in Cobden Lane and to the upstairs bedroom. Close examination shows Chopin's music and was not being played on the piano but a record is on the gramaphone. It appears a sheet has bene caught in the window or deliberately tied to enable someone to climb down. Basil cannot be trusted.

Holmes has now collected all of the required information and returns to London to investigate the Major. But first he goes to Parliament Street where he meets Lestrade. It seems the Major is too obvious a suspect for Mrs Brown's death. Holmes says to Lestrade THE MAJOR IS INNOCENT. Lestrade asks for proof. They must visit the Major's home in Sidmouth Street where they must wait for him until he returns about 11pm. After entering his house, he leaves and goes by cab to Slater Street. Hail a cab, and go to Slater Street. Holmes sees a hidden door but to enter he must wear the chinaman's disguise. He enters (north) and finds himself in an opium den. He leaves, sees Lestrade and says: THE MAJOR IS IN AN OPIUM DEN. Soon the Major appears and Lestrade says: WELL DONE, HOLMES and lets the Major go.

DAY TWO: TUESDAY
Holmes returns to Leatherhead and goes straight to Basil's flat then south from the lounge to a room with a wall safe. He opens the safe and finds blackmail letters from Tricia to Mrs Brown. It is obvious Tricia stole the secret plans and was blackmailing Mrs Brown. Mrs Brown's bank statements confirm this.

Holmes goes to Leatherhead station and waits for Lestrade to arrive. At about 9am Holmes says to Lestrade MRS BROWN KILLED HERSELF and then follows him back to the bridge. With Lestrade with him Holmes CLOSELY EXAMINES THE DEEP STREAM. Lestrade helps, stumbles on a rock to which a gun is tied. Holmes realises Mrs Brown shot herself in the head, the rock fell over the bridge taking the gun with it. The gun hit the bridge causing the chip. Holmes goes back to Leatherhead station and meets Lestrade at about 10.45am. He says: WELL DONE, HOLMES and confirms Mrs Brown killed herself. The second task is complete.



It is vital Holmes returns to London on the 11.15 train and arrives at Kings Cross at 12.30. He goes to Kings Cross Road, hails a cab and goes to Portman Road where Daphne and Tricia lived.

Arriving at the front door, Holmes then enters the sitting room and sees Tricia and a wall safe. He opens the safe and finds a folder labelled Military Plans and an unfinished note which says "Meet me at the bridge . . .' It is now obvious Mrs Brown was being blackmailed by Tricia. The plans must have been stolen and Mrs Brown was so upset that she killed herself and tried to blame Tricia, hence the crumbled note with the initials T. F. Holmes says to Tricia: FOLLOW ME and takes her back to Parliament Street in a cab. He waits in Scotland Yard for Lestrade to arrive and then says to Tricia: TELL ME ABOUT THE BLOODSTAINED CLOTHES.

Tricia confesses that she is really Mrs Jones and that she killed the real Tricia when she found out she was blackmailing her friend Mrs Brown. It is evident that the body in the library was Tricia. Holmes says to Lestrade MRS JONES KILLED TRICIA FENDER. He asks about evidence and Holmes says to Mrs Jones TELL LESTRADE WHAT HAPPENED. She tells him, a local policeman arrives and takes her away.

Note: if this does not happen it means you have not closely examined all of the evidence.

After Mrs Jones' arrest Holmes has one more crime to solve — who stole the military plans for Tricia. After reviewing all the evidence it appears there is one main suspect — Basil Phipps — but he must obtain evidence.

Holmes leaves Scotland Yard and goes to Camden Street and finds Basil's house. He goes east to the front yard where he finds locked windows. He waits until 10pm when somebody opens the window. Holmes MUST wear the old man's disguise and proceed. N.E. through the open window. He finds himself in Basil's bedroom. He quickly explores the house and finds the library. In the bin is a ripped note. He takes it and goes to the back yard and sees a trash pile and a torn coded note. He takes this and leaves the house through the window. He takes off the disguise and examines the notes which shows they belong to each other. They must be decoded. In the code one letter is replaced by another, eg E becomes H.

It reads: I now have the plans. Your price is acceptable. Let me known when the sale is to take place. Take care. Mrs Brown's death has started the police nosing around. Basil.

Holmes now has conclusive evidence that Phipps has the plans. He returns to Scotland Yard and waits until 7am on Wednesday for Lestrade to return.

DAY THREE: WEDNESDAY
On Lestrade's return, Holmes says BASIL HAS THE PLANS. If, at the stage, Holmes has already examined the notes and the empty folder, Lestrade says, WELL DONE, HOLMES, WE MUST NOW OBTAIN THE SALE LOCATION. Basil is obviously expecting a return note from H.W.

Holmes must return to Camden Street. At 9.50am a messenger boy arrives and gives a note to Basil. Holmes must obtain this note at all costs. He goes to the window. (Keep entering the command LOOK THROUGH WINDOW). At about 10.06 Holmes sees a burning note. He must go through the window, take the note and go out of the window. He must do this quickly. The old man's disguise is not required. When in Basil's yard Holmes examines the note, which is in code. It is different from the first code and is written backwards apart from the names at top and bottom.

It reads: Basil, I will buy the plans at two thirty at Old Mill Road near Leatherhead. H.W.

Holmes returns to Scotland Yard and tells Lestrade. He asks whether Holmes has found the sale location. Holmes ayd THE SALE IS AT THE OLD MILL ROAD. Lestrade replies QUICKLY, HOLMES, WE MUST HURRY IF WE ARE TO CATCH HIM.

Holmes follows Lestrade to Leatherhead and arrives at 1.30. He must climb out of the train before Lestrade and immediately go south to the main street. He will see a police cab and must climb in before Lestrade and Straker.

This is important otherwise there is no room in the cab for Holmes.

Lestrade tells the driver to go to Old Mill Road. They arrive at 3.13pm just as Basil speeds off. Lestrade tells the driver to return to the mainstreet, arriving at 4.47pm. They see Basil and a German agent. If Holmes follows they will go to platform two at Leatherhead station, climb on a train which leaves the station. Holmes cannot catch the train and must find another way to get to London. He says to Lestrade FOLLOW ME returns to the police cab, climbs in. Watson and Lestrade must also come. Holmes says GO TO KINGS CROSS ROAD.

If quick enough Holmes will see Basil and the agent in a cab. Basil says to the cabbie GO TO BUCKINGHAM PALACE ROAD. Holmes realises that the underground station there is Victoria. Holmes Watson, and Lestrade must catch the train from platform one at Kings Cross which goes to Victoria, where they climb out.

When Basil and the agent arrive Basil attempts to shoot Holmes. If Watson is there he will push Holmes out of the way, giving Lestrade time to arrest Basil and the agent.

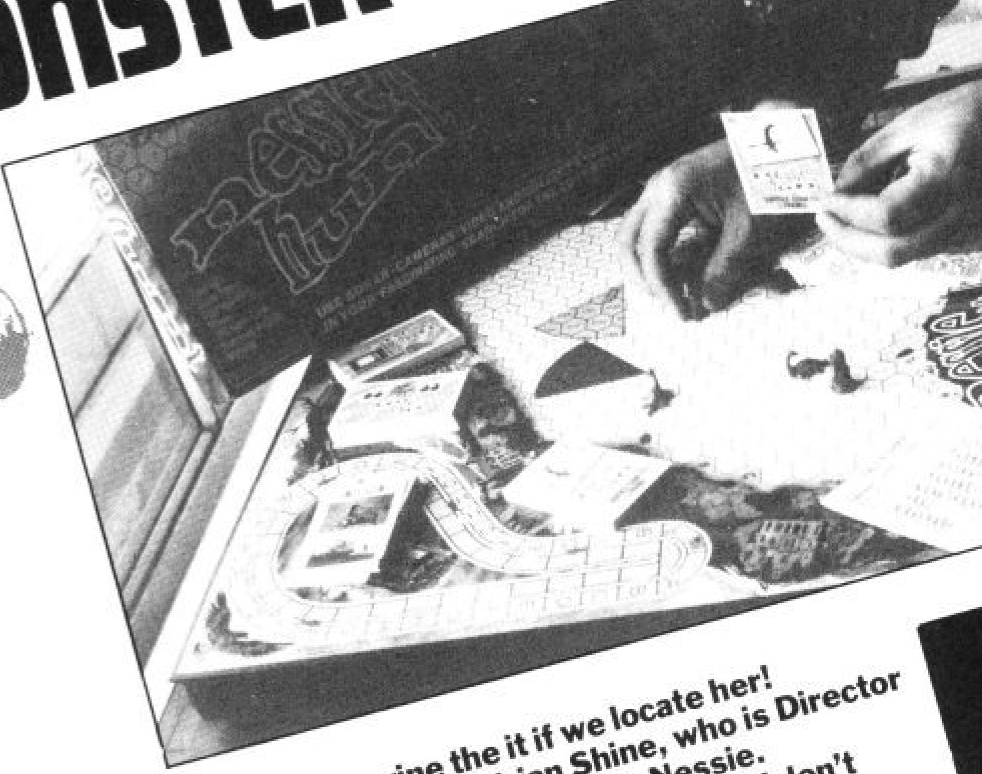
If Holmes get this far he will indeed be THE WORLD'S GREATEST DETECTIVE.

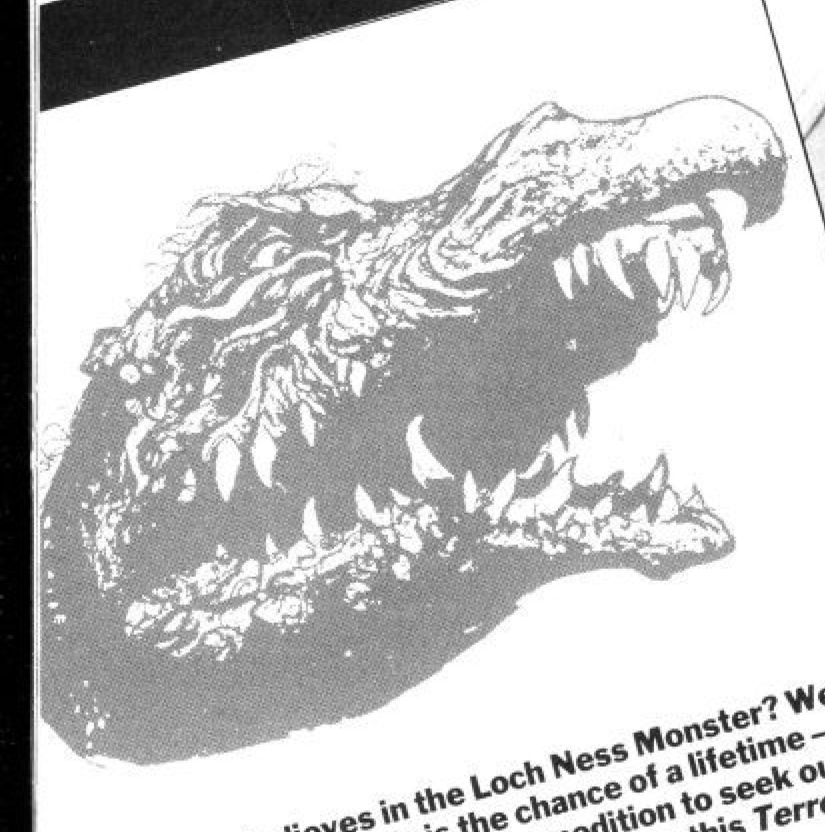
And so ended one of the most complex and intriguing cases ever investigated by Sherlock Holmes. Why it was never made public until now must remain a mystery.

The exact year in which these strange events happened is not known. But certain clues suggest it was near the end of his career, shortly before he retired to the Sussex Downs to study bee-keeping.



C+VG MONSTER COMPETITION





Who believes in the Loch Ness Monster? Well, if you do then this is the chance of a lifetime — to go and take part in an expedition to seek out the world famous Nessie by winning this *Terror of the Deep* monster competition.

All you have to do is send in your drawing or painting of Nessie and hope you will be one of the lucky winners. That's right, one of them. Due to the amazing generosity of Mirrorsoft, three lucky winners will be able to spend a weekend at the Loch Ness Centre, Drumnadrochit, Inverness-shire.

The weekend starts on Friday with everyone travelling up to Inverness. On the Saturday a bus trip around the Loch and a visit to the Loch Ness Monster Exhibition have been lined up.

On Sunday — the highlight of the whole weekend — Mirrorsoft has arranged for YOU to actually go out on the expedition boat the New Atlantis while she does a sonar search of the loch for Nessie.

Can you imagine the it if we locate her!

Our guide will be Adrian Shine, who is Director of the project and an expert on Nessie.

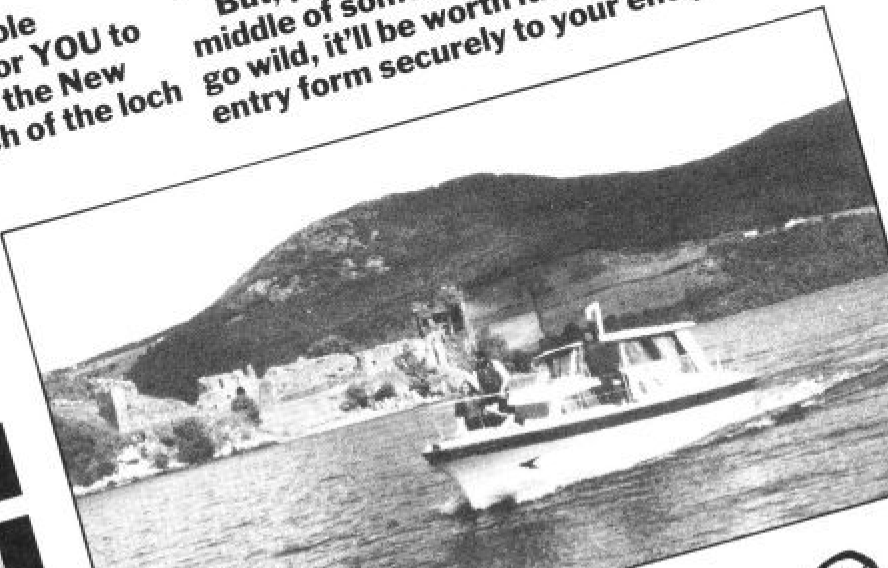
On Monday we all travel home — and don't worry about missing school that day (as if you would) because it's a bank holiday. The weekend has been arranged for 1st-4th May, so, check with your parents that they are not planning on taking you somewhere that weekend.

And if that isn't enough, you will also receive a copy of the game *Terror of the Deep* from Mirrorsoft and a copy of the board game *Nessie Hunt* by Searchglen.

Six runners-up will also receive the game and the board game.

So what are you waiting for? Get those pens, paints and crayons out and start working.

But, please don't just put three humps in the middle of some blue water. Let your imagination go wild, it'll be worth it! Remember to attach your entry form securely to your entry.



Loch Ness Monster Competition

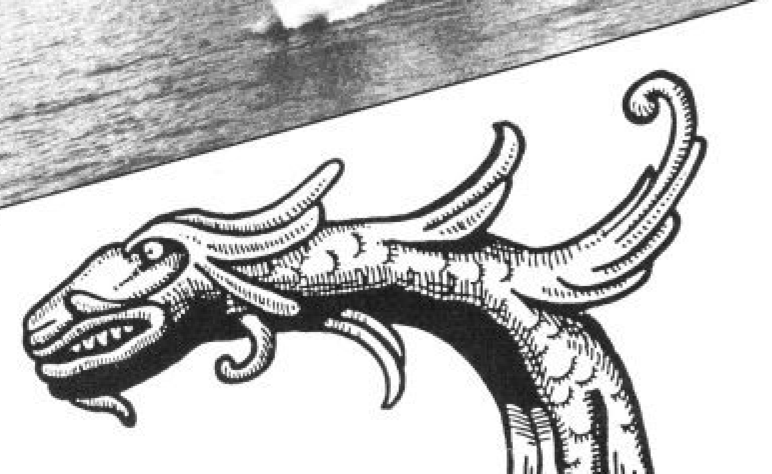
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Just a few lines between continental heists and yet more hairy escapades to say hello to all my fans and invite you on my most exciting and exacting journey to date, a whistle stop tour of the capitals of Europe acquiring more than just the local scenery on the way.
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I.D.E.A.S CENTRAL



Hi there, how're things?. This has been one busy month at I.D.E.A.S Central — getting things organised for the Golden Joystick Awards and going along to the Play-By-Mail convention. It was nice meeting all our readers who turned up and especially a certain journalist from Crash — who should dispel the rumour that there is no Melissa R. Don't forget to keep sending your tips, pokes, maps etc to me.

MSX/ORIC

Although we are not getting a steady flow of MSX games to review in the office, we are getting a steady flow of hints and tips from our readers — keep it up guys.

One of those readers is **Graham Pole** of Merseyside, who followed our tips for *Nemesis* (February issue) and then found that on the second stage near to the end, there is a loop of rock at the bottom.

Shoot away debris and go into this loop. You will now be transported to the first bonus stage. Couple this with the second bonus stage and you will have about 25 lives. Knightmare — there are secret exits in this game to higher levels. The first of these is before the first river on the far left hand side — this takes you to level two. The second is after the third river on the far right — to take you to level three. Touch a pause slab (red) as soon as a power crystal appears. This will provide two power crystals, one during the pause an done straight after.

Moonrider — if you press all left hand cheat keys, you will be put into cheat mode. You can gain points without being killed.

Another two for the MSX come from **Martin Green** of London. First up is *Track and Field Two* — for those of you who have been having problems clearing heights of 2.40 metres upwards, here is a way to clear any height all of the time.

When the game sounds for you to start your run-up press the right cursor or move the joystick right once and you will see your speed go up about 300 — wait a second then do it once more then jump when you are just by the mat.

If you have to much speed your legs will knock the bar off, to little and you will land on the ground but if you do it just right you will land on the mat and the computer will think you have cleared the height.

Here Martin lists the 12 Teleport codes for *Starquake*, but, would like to know if there are any more: Kwake, Angor, Ercot, Antio, Vorax, Zodia, Kranz, Dulan, Indle, Uplan, Argol, and Snool.

Objects — The Access card will open all security doors and Cheops Pyramids. The key will remove all Barriers. Joystick gives you an extra Blob.

Death — Floor creatures, UFOs, Spikes and Eggshells will kill on contact. Generators and some barriers will only kill if there is an electrical charge flowing through them.

Pyramids — on gaining access to a pyramid you will notice that some objects are white, this means that you are either carrying it or it is somewhere about the game, don't bother exchanging for these items unless it is really necessary. On leaving a pyramid you will notice that it disappears — use pyramids wisely.

Here's one to prove that C+VG don't turn their backs on the less well known computers — a few tips for the Oric!!!

Keith Thompson of Surrey is the man responsible for these cheat modes.

Zorgon's Revenge — if you only have the one life left choose the Space Mission on this screen and shoot as many alien craft as possible and try to avoid bumping into the indestructable Cuboids.

When you have destroyed a predetermined number of them you will see the Freighter come across the screen — you must shoot the Freighter and at the same time blow yourself up on a Cuboid or on the alien craft's fire. Now look at how many lives you have left it should display a cyan square with various keyboard symbols — you now have infinite lives.

The second tip is for The Hellion and this method will allow you to begin at any screen/level up to 95. Follow these steps. Press Esc, Press CTRL and DEL together. The enter code should now appear on the screen. Press B, Press I, Press G, Press Shift and together. Press Del.

The Demo screen should now be running. Press C as normal to start and you will be on level 95.

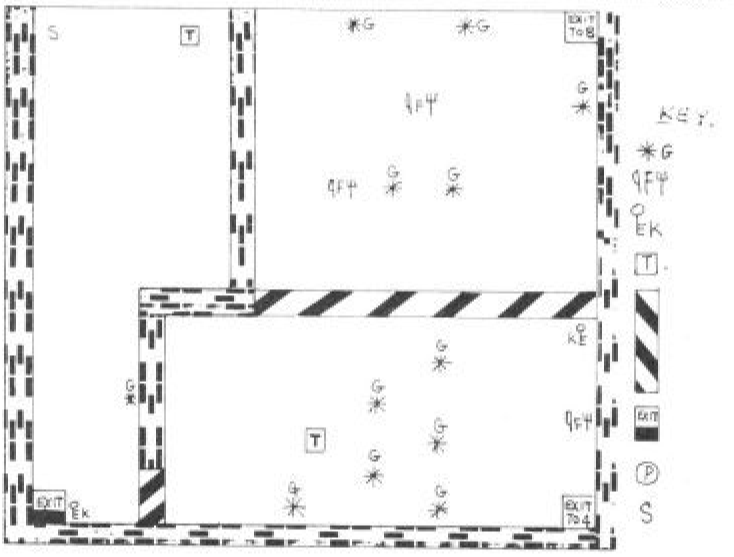
If you substitute another at step seven, the game will start at the level of the ASCII code of that letter eg A=65.

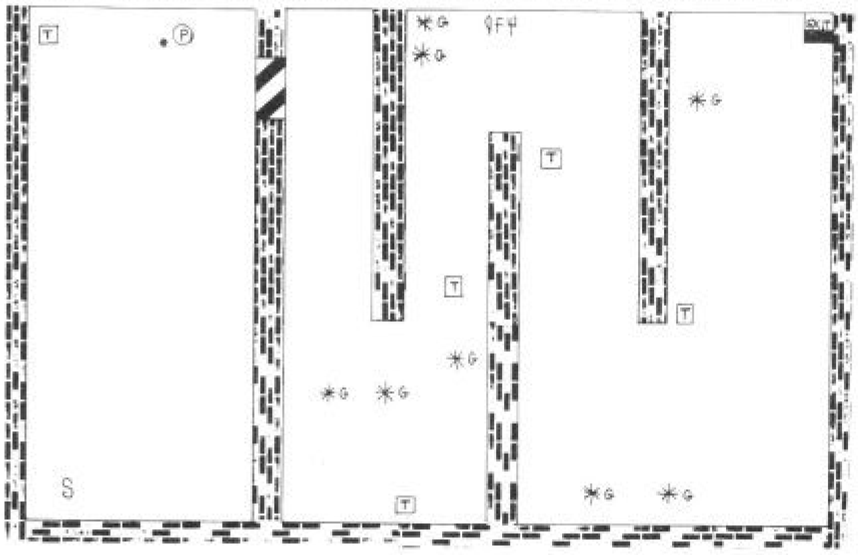
A couple of issues back **Mark McGuiness** needed help with *Dragon's Lair.* **Mark Archer** wrote in with these tips.

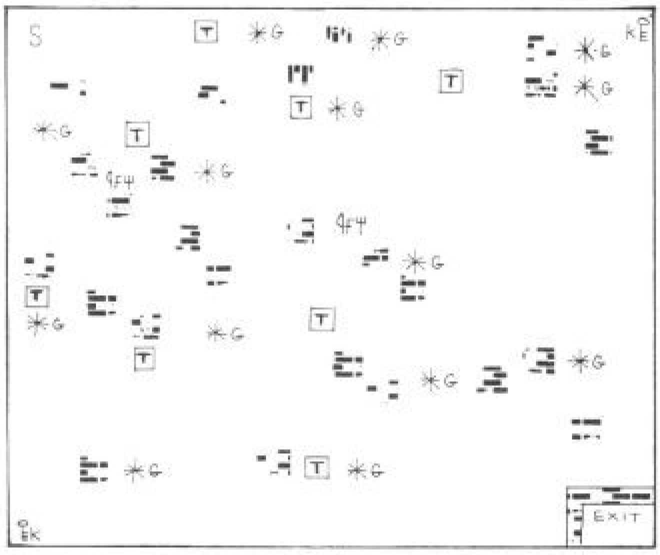
Second level — when the skulls bounce towards you, push up on the joystick. Press fire to smash the hand.

Push up again to dodge some more skulls and then fire to smash the hand.

Another hand will try to grab you from the left, so push left on the joystick and press fire to swing your sword.







Here, courtesy of the man who brought you the map of *Dandy*, is his latest masterpiece — *Gauntlet*. Thanks also for the tips, **Danny Blackman**

On the CBM64 version Thor is about the best all rounder — so always choose him. Go through all the levels so you can get the most potions out of your game. Wherever you go always shoot the generators first — this prevents them from releasing any nasties.

Try not to use all of your potions too quickly and don't use them to kill Death. If you can out run him and the gap is big enough, out run the Fiend. If you don't think you can complete a level and you have only got about 220 energy left, just wait for about 45 seconds and every thing apart from the generators, treasure and monsters will disappear and turn into exits.

But if it's just a key you lack then just wait for about 20 secs and all doors will disappear.

CBM 64 ● CBM 64

***Keith Swan* has sent a few hints for some of his *Commodore 64* games:**

***Sanxion* — on most levels, more points can be scored by going slowly than by going at the maximum speed. Forget about the bonus.**

***Parallax* — at the start of the game, walk into the nearest hanger and collect the scientist. Return to the ship and then again leave again and return to the hanger. On returning there will be another scientist. Collect his kard and use it with the compubank to get some cash. Repeat as necessary. Bonanza packs are needed.**

● COMMODORE ●

A quick cheat from **Stephen McLaughlin** of Glasgow for *Kung Fu Master*. Simply press shift and G and you will get a gun but only when the figure are moving is facing left and only when he is standing still Stephen would like someone to help him finish *Rambo*.

Someone else who wants help is **Philip Malone** in Sunderland. His problem is with *Green Beret* which he has been playing for three months and still cannot get past the second stage. Who has some pokes for endless lives for the CBM64 that does not need Trilogics Expert Cartridge?



● **Stephen McLaughlin**

V J Spanner has found a cheat on Superior Software's *Space Pilot* and here it is. When playing the game you hold down the Caps Lock and Ctrl keys and press Escape. This enables you to jump into the next screen at any time. Simple isn't it!

Here we have **P Limmons** of High Wycombe with a bug he found in US Gold's *Gauntlet* — but, he warned, it will only work on a two player game.



● **P. Limmons**

Select your characters and load as normal, but, when one player's health runs out don't bother about entering his initials — just press the space bar. You will now see the flashing *Gauntlet* sign; The player who has been killed must press his fire button and when he has done this his character will re-appear with 2000 health points.

Derek Clements and **Steven Gardner** of Fife have also found a bug on *Gauntlet* for the Spectrum. This time you have to hold down the Symbol Shift and M with Enter (or fullstop and Enter) and you are able to go through all the walls and also go off one side of the screen and come on the other. You have to keep your finger on the buttons to keep going through the walls, so Derek and Steven recommend that you put something on the buttons to weigh them down.

Jon Oldroyd of Leeds would like someone to help him with a map of *Jet Set Willy II* for the Acorn Electron he received at Christmas.

WIN THE WORLD'S FIRST SEGA SYSTEM



Just take a look at this fabulous Sega Master System. Dreams are made of this. How can you make your dreams come true by becoming the proud owner of such a system plus two game cartridges? Just thank your lucky stars you bought this copy of Computer + Video Games and read on.

The following characteristics are thought to represent the best features of a dedicated game console. Use your skill to place each of the features in order of importance to you, as a potential buyer.

For example, if you think an Optional Keyboard is the most important feature, write 5 in the box next to the line First Most Important Feature.

Then in each of the remaining boxes, write the number which corresponds, in your view, to the second most important feature, third most important feature and so on.

Feature	Description of Feature
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2)	Arcade quality full-screen graphics and sound.
3)	Instant loading of games and software.
4)	Compatibility with games and software for existing home computers.
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Win a Sega System Competition

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In order of importance I have selected the following features.

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4th most important feature: ______________
5th most important feature: ______________
6th most important feature: ______________
7th most important feature: ______________
8th most important feature: ______________
9th most important feature: ______________
10th most important feature: ______________

Tie-Break.

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In her continual quest for everything that is new and exciting in the world of arcades, C+VG's Clare Edgeley braves the hustle and bustle of London's arcades, to bring you the review of Bermuda Triangle, Lengendary Wings and Gigas

► GIGAS

Following the success of Taito's *Arkanoid* — a *Break-Out* clone — another very similar game has entered the arcades. Based on *Arkanoid*, it could almost be the same game if it were not for the slightly different presentation, colour schemes and wall patterns.

Sega's *Gigas* plays in exactly the same manner as *Arkanoid*, and to my mind there isn't a lot to choose between them. Both require split second timing and are very fast.

For those of you who haven't played *Arkanoid*, you have to move a platform from one side of the screen to the other and bounce an energy ball onto a wall of bricks above you. Imagine are actually in the final stages of releasing the official version of the game but Gremlin Graphics' *Krakout* looks like it may pip them to the post in the release date race and perhaps chart success.

In early levels the bricks will disappear as soon as the ball touches them, and the wall is pretty easy to destroy. On the first level of *Gigas* there are a couple of gold coloured bricks which need to be hit more than once before they disappear, but there's no real difficulty at this stage.

There is the added problem of a prancing gremlin strutting on top of the wall throwing balls down at you but these are easily avoided. The same goes for the odd buzzing mosquito as it divebombs towards you. The way to kill the mossie is to hit it with the energy ball — easier said than done as it's very difficult to aim. As the ball hits the bricks it rebounds off corners, the side of the screen and onto your platform if you can position it in time. And then it off for another bouncing attack. Getting the ball to bounce in one particular direction is extremely difficult and depends on the speed angle and time when it hits the platform.

The game gets especially difficulty when there are only one or two bricks left which require several direct hits to make them disappear. With only the walls to rebound off you can't guarantee which direction the ball is going to travel.

There's also the added horror of placing your platform in the right place to catch the ball. Too often you'll whizz it across the screen, misjudge the distance and the ball will sail past you. One life lost. As you've only got three lives and this is a very addictive game, I can guarantee you'll be feeding money into the machine like there's no tomorrow.

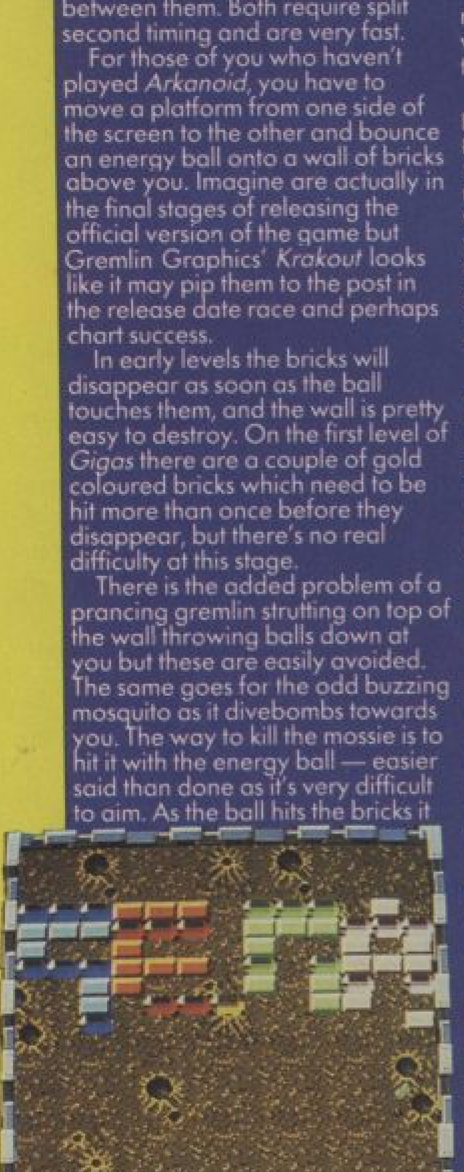
As in *Arkanoid*, when you hit various bricks letters drop down, which if caught, give you various extras like an extended platform slowing the game down and so on. It's very tempting to go after the letters, catch them only to find you've missed the ball. Another life lost . . .

The only time I caught any letters where when they fell in exactly the same place as the ball, which, to my mind, smacks too much of luck. If you're really fast you can catch both, but the extremely sensitive joystick has to be under total control.

The joystick is a knob which is turned in both anti-clockwise and clockwise directions to control the platform. The tiniest twitch on it tends to send the platform zooming from left to right and I found, at first, the small degree of movement necessary to place the platform in the right position difficult to get the hang off. It's very easy to overestimate the amount of turn that is needed.

A continue play facility is available, and without this I don't think I'd have got anywhere in the game. Certainly not past level two! As you move onto higher levels the bricks will need several shots to make them disappear, there are more lurking nasties which need to be dealt with and the wall structures become more complex.

This month *Gigas* made a welcome change from the shoot 'em ups and is a truly addictive game. I loved it!







► BERMUDA TRIANGLE

There's one thing about *Bermuda Triangle* which is a pretty obvious omission and that is you don't ever disappear.

Bermuda Triangle from SNK is a space shoot-'em-up involving you and your partner — if you're using the two player option — against squadrons of enemy fighters. One of the most noticable features of the game are the extra large and colourful sprites which at times threaten to take over the screen. At least you can see what your ship looks like and can even see the gun turrets mounted on top, swivelling from side to side, which makes a change from many games where you control a minute aircraft fighting it out against hoards of microdots.

At first sight the game looks easy, but this is very much a false impression. At all times the odds are overwhelmingly against you and the only way to survive is to get extra fire power from the enemy, make sure you don't run out of fuel and to Power Up when an unintelligibly garbled voice tells you to.

You have to fly your ship up the vertically scrolling screen blasting the enemy and dodging their fire power as they move down towards you. The only additional protection offered are the occasional flights of little green ships which position themselves round your wingtips. You can either fly over these to pick them up or blast an enemy fighter and pick up any that were protecting his



wingtips. A push of a button will rearrange these fighters for maximum protection — either grouped around the nose of your craft, around the wing tips or at the rear by your tailplane.

As you skim over the landscape try to zoom over the letter Es which bump up your fuel. There are masses of these around and you shouldn't find it too difficult. Your swivelling gun turrets are a nice innovation which allow you to fly forwards on a relatively safe path while blasting the enemy as they pass to one side.

Every so often you'll come across strings of mines placed across your pathway which are almost impossible to destroy. The only way past these seems to be to thread you way through, colliding with them drains your shields to such an extent that you die a few seconds later. When the mines are strung right across the screen totally blocking your way the only possible thing to do is to go into reverse. This happens automatically and the screen scrolls in the opposite direction for a while. The mines then disappear and you can continue forward.

As you fly deeper into enemy territory the numbers of aliens increase. This means that you'll soon have two or three alien aircraft flying down towards you, each matching your ship in size and strength instead of the single aircraft you fought at the beginning. The battle becomes frenetic, your trigger finger is overworked as several shots are needed to destroy each alien, and at the same time you've got to aim your guns and dodge enemy fire and mines.

Bermuda Triangle's not the best of shoot'-em-ups and the craft isn't the speediest, but it's tricky, demanding and the overwhelming odds add considerably to the game play.



▲ LEGENDARY WINGS

Another well worn plot sets the scene for Capcom's latest offering, *Legendary Wings*, which sets you and your pal as saviours of the human race. This tumultuous 'end of the world' setting must happen about twice a month and I'm continually surprised it didn't die a welcome death years ago.

Still, you get a great 'zap-'em-dead' game which isn't as half as bad as its storyline. It's not the most original game ever but is sufficiently fast and tricky to make you want to continue playing. The idea is to trace "DARK" — a super-computer which is malfunctioning and with this aim you take off on the wings of Love and Courage given to you by Ares, God of War. Doesn't sound like your average 3012 AD shoot-'em-up does it.

So with wings flapping wildly you set off over a barren, tortuous landscape of mishapen rocks resembling long dead bodies with heads that creakily turn to follow your progress. And in direct contrast to their passive watchfulness are the spinning, whirling formations of aliens which zoom down from the top of the screen. Now's the time for action. If you position yourself in exactly the right place, you can knock off all the aliens as they swoop down in line formation before they start forming circular patterns which are almost impossible to destroy. If you do it right, you can flit from left to right of the screen killing the aliens before they even know you're there. At this stage dodging their fire bolts is simple.

As you progress up the vertically scrolling screen you'll come across the ugliest head in history with a huge gaping mouth which you'll be sucked into if you get too close. Fly past on the outskirts of the screen and it won't touch you but I warn you that the oncoming aliens are a new breed which give you less chance of survival and also fire far more laser bolts.

Extra firepower is available throughout the game if you know where to look and is located in POW domes on the ground. Pick up one of these and your lasers will increase their intensity giving you a valuable edge over the enemy.

You're given a choice of direction when you get to the hideous face — either forward to meet more hoards of swirling





aliens, or sideways to a horizontally scrolling scenario inside the mouth. Let yourself get sucked into the new maw and you'll find yourself in a platforms and ladders complex inside a cave. Your wings are no good at this point and the controls change to allow you to jump and fire.

There is one amusing inconsistency in this two player game. The brochure and artwork give the impression that the two fearless heroes are male and female. In fact she is definitely female and scantily dressed too! So what is she doing with a name like Michael Heart or Kevin Walker which the instructions insist are the names of Ares' *Legendary Wings*?

TOP TEN COIN-OPS OF THE MONTH

▶	1	Out Run	Sega
▶	2	Side Arms	Capcom
▶	3	Championship Sprint	Atari
▶	4	Nemesis	Konami
▶	5	Soldier of Light	Technos
▶	6	Valtric	Taito
▶	7	Bubble Bobble	Taito
▶	8	Street Football	Bally/Sente
▶	9	Victory Road	SNK
▶	10	Night Stocker	Bally/Sente

Chart compiled by **John Stergides** at **Electrocoin**.


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PLAY BY MAIL

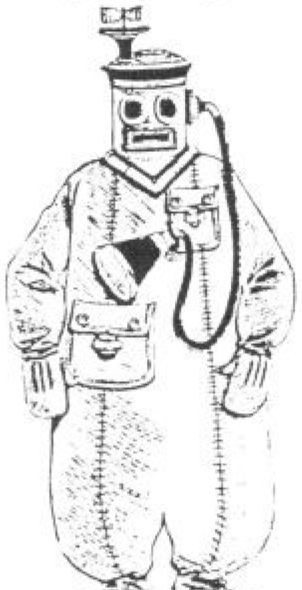
Right, let's start the ball rolling as I've a lot to get through this month and very little space to do it in.

I have three offers to tempt you with and a review of a new fantasy P.B.M. called A-E's which in view is possibly the best fantasy P.B.M. game in the market as I write. By the way, I'm Wayne, chairman of the Play-By-Mail Players Association!!!

There is a new single character fantasy game going to be launched onto the P.B.M. market in the not-too-distant future called **Pangea**, which by all accounts, is going to be a household name shortly. I must come clean and confess that I have not played the game personally (Only the lack of time to do so prevents me), but I have seen the rulebooks plus various turns received by friends of mine and both are of a very high quality indeed.

You can play any character from an Assassin to an Elementalist and become any race from a Elf (all kinds, including dark) to a Hobbit.

The magic system looks extremely interesting. There are four styles of magic and anyone can try to cast a spell from a lowly peasant to a noble of the highest courts! However, what happens when you try is anyone's guess.



The word on the P.B.M. grapevine is that once this game is released it will take off in a big way!

At the present time the game is still in the playtest stage and after entering high level negotiations with G.M.s I have arranged for ten C+VG readers to playtest this game.

This means that you will receive the rulebooks, start up forms and newsletters for NOTHING.

Furthermore, you can play **Pangea** ABSOLUTELY FREE OF CHARGE until it is released on a commercial basis.

If you decide to play the game when it is released, you will have at least ten rounds advantage over the players who join after you. Think of all that power! All you have to do is write into me and tell me who your most favourite fantasy hero is and why. Nothing could be simpler.

If you win a playtest position, you will be expected to play the game to the full and report back to me when the playtest is over.

Muskets and Mules is a postal representation of the Napoleonic Wars in Northern Central Europe between the period 1805-1809.

Historical Engineering, the company who run this game, are well known in the P.B.M. circles as their presentation is excellent and their games are very well detailed and precise.

Muskets and Mules enables you to take over conflict of the four major countries that were involved in this European conflict (Russia, France, Prussia or the Hapsberg Empire) and you should use your wargaming skill to eventually dominate and defeat the other players. How you do this is up to you.

The rulebook alone is probably one of the most impressive I have seen. It is 61 pages long, easy to read and explains complex rules with a welcome clarity. If you like to play over the table face to face Napoleonic wargames (or any wargames for that matter), but don't have the time or the partners, then this game is the one for you.

Once again, I have been in contact with the directors of Historical Engineering and they have offered four C+VG readers the opportunity to play test their game *ABSOLUTELY FREE*!! This is no mean offer as the set up fee and rulebook in **Muskets and Mules** is usually £7.00 and further turns (one every 14 days) can be anything between £14.00 — £11.00 per turn. So as a game can last anything up to two years, a playtest in this game will be a big money saver indeed.

Player Of The Month **Keith Mosley** has chosen to become one of the four playtesters of this game, so there are now three playtest positions open.

All you have to do to obtain this position is again write in to me stating the full name of the leader of the Prussian forces which took part in this Napoleonic war. Once you have obtained the playtest position you will have to keep me up to date with any feelings or comments you have about the game by sending me regular monthly reports. Please bare in mind that this game could take two years to complete, so only serious, experienced, P.B.M.ers/ wargamers should apply.

Further into Fantasy was recently launched on the market by a company called The Laboratory. I am currently playing this game and I am pleased to report that I am enjoying every minute of it.

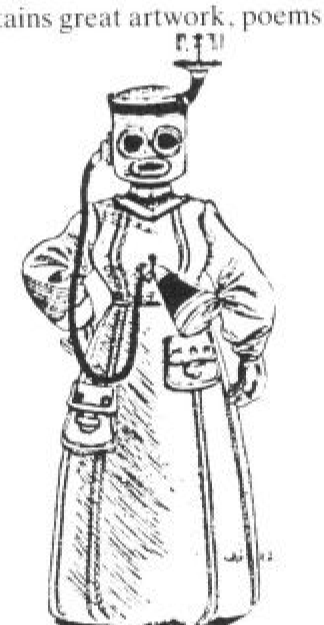
Once again you play a single character, but although this game is semi-fantasy orientated, I get the feeling that there is an as yet undiscovered sci-fi element about it.

You are limited to three character classes, which are all human — A priest, a warrior or a sage. Once you have decided what you want to be, you then allocate your pool of 15 points on various abilities, e.g. reflexes, killer instinct, survival etc.

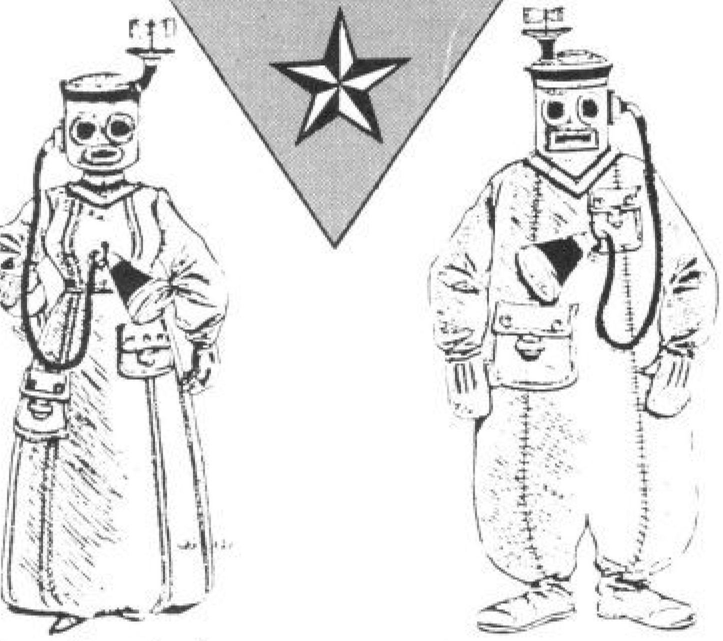
However you just can't allocate points on your abilities casually as you will find that when you come to choose skills such as weapon skill and magic skill you will be sadly lacking in either one or the other.

If you wish you can either worship one of the 12 supposed gods straight away or practise athesism. Once you have created your character you send off your start up form and you receive a nice yellow, fully detailed, printed character form for your retention and loads of other bumph, then off you go!

The first thing that attracted me to this game, like **Muskets and Mules** was the eyecatching rule book and free newsletter. It is not only packed out with clear, concise rules but it also contains great artwork, poems



C+VG PLAY BY MAIL



and, most importantly, descriptions of dreams that you have had.

If you read between the lines and interpret the dreams correctly, you can learn a lot about the planet's history and its future. It is important that you analyse the dreams section before you create your character as you may well find something that may well change your mind when creating it.

The first newsletter, aptly named *What's Stirring*, is in the same vein as the rulebook and it would appear that a lot of work has gone into it.

For a company that has never organised a P.B.M. game before, The Laboratory has impressed me. If I had to put my finger on the point about this company that impressed me the most (quality of the rulebooks aside), I must plump for their foresight.

They have realised that the P.B.M. community is a close knit one, so they have expanded their game to include Fantasy gamebooks, in which they send you a continuous adventure type book which you can play in the comfort of your own home and it links in with the rest of the game.

Well, once again, I have arranged for ten C+VG readers to start up in this game and play for ten turns for nothing. They even pay for the postage. So the first ten people to write into me stating the full names of any three of King Henry VIII's wives gets to play for zilch!! So get writing.

I was priviliged to get asked to play in the playtest version of **AE's** in the summer of last year. I remember to this day the fear I felt when a large envelope crashed through my letterbox and hit the doormat with a loud thud, making me jump out of bed. I gingerly opened it and extracted the contents from inside. An AE's Rule book was all that it contained. I made myself a large cup of coffee and settled back to read this mighty tome with some trepidation.

You can, therefore, imagine my relief when I found that the rulebook, despite its volume, was one of the best reads I have had for a long time.

Written in plain, but very readable, English it rambled on with a pleasant ease about the fictional world of the AE's.

As a matter of fact the rule book took me 30 minutes to read and was well worth it. It took me a further 45 minutes to create my character, but when I did I had something that I could really relate to.

Then it was time to complete my first round. You get masses of maps and info to start you off and once more the scope was terrific.

I opted to try to join a guild, listen to rumours and explore the city that I started off in: all in all a pretty heavily roleplayed, but standard first turn. You can therefore imagine my delight when I received two full scap pages of G.M.'s replies, written legibly in a exciting, descriptive style.

The **A.E's** struck me as a P.B.M. game that wants to mould its self around you and not vice versa.

For example, you can have three types of G.M's reply, at a price and style that suits you, as shown below:—

Basically Descripted (£1.50): This gives you the basic outlines of what your character sees and actually does.

Fully Documented (£1.75): More descriptive than the Basically descripted text with elaborated and more realistic text.

Story Orientated (£2.00): Self-explanatory really. It is written as if you are reading your favourite fantasy book.

Furthermore, the game has 15 levels that your character can progress upwards through and you do this by earning experience points.

All this plus well produced newsletters, detailed adventures and action packed G.M's replies make the game one of, if not THE, top in it's field. If I have to level one piece of criticism at the game, it is that the G.M. tries too hard to please you and at time you are left wondering how your last adventure in a creepy dungeon can be bettered!

You don't have to take my word for it however, you can join in and play the game yourself. Start up in the game costs £6.00 and you get two free turns (plus an extra one if you mention C+VG). All cheques/P.Os should be made payable to Legend Incorporated and sent to C+VG. This is because of yet another one of Wayne's wonderful offers:— the first ten letters sent to C+VG applying to play the **AE'S** will have their cheques/POs returned to them and their start up will be absolutely free.

If any of you out there have any P.B.M. problems or enquiries, just drop me a line, as this is what I'm here for. . .


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GOLDEN JO

C+VG's prestigious awards for 1986 had the top people from the British computer games industry flocking to London.

And in keeping with C+VG's tradition of holding the ceremony at an unusual venue — last year it was on a Thames riverboat — this year we enlisted the help of the army.

Amid tight security — the joysticks are worth a fair amount of money — we took over Cadogan Hall at the Duke of York's barracks in the Kings Road.

And no, before you ask, it wasn't Prince Andrew who presented the joysticks but Jools Holland, presenter of the television rock show The Tube and the pianist with Squeeze. In fact, it's the third time he's handed out the awards.

Champagne, wine, a marvellous meal and then a visit to The Limelight, one of London's newest nightclub's put the seal on a great day for everybody.

As you know, the Golden Joysticks go to the people and games you voted for. And that means these awards mean more to the software houses because you're the people that matter.

This year there were eight categories, each having a winner, runner-up and commended. The full results are printed opposite in C+VG's Roll of Honour.

US Gold captured the top award of Game of the Year with Gauntlet. **Elite was Software House of the Year and** Andrew Braybrook **was Programmer of the Year.** The Pawn **captured the award for Adventure of the Year,** Vietnam **was Strategy Game of the Year,** Uridium **was Arcade-style Game of the Year. Best Original Game was Firebird's** Sentinel. **For the first there was a Golden Joystick awarded for the Best Soundtrack. The winner was** Rob Hubbard **for** Sanxion.



▲ Game of the Year: Gauntlet. US Gold's Geoff Brown takes off his gauntlet before [illegible]ng the squeeze on C+VG Editor Tim Metcalfe. Jools Holland practices his "Cool for Cats" expression.



▲ Best Original game runner-up; Trap Door. Pirahana's Richard Basson bears his teeth in a victory grin.



▲ Best Original Game: Sentinel. Herbie explains to Jools the Wright approach to Firebird games.



▲ Arcade-style Game of the Year: Uridium. Hewson's Debbie Sillitoe holds the only joystick which can't be broken playing Uridium



▲ Adventure of the year Runner-up: Lord of the Rings. Jc Meade's explains to Jools that Melbourne House's game

YSTICK AWARDS



▲ Software House of the Year: Elite. Walsall wonder Steve "Serious" Wilcox, Jools and Tim show everybody how to enjoy themselves.



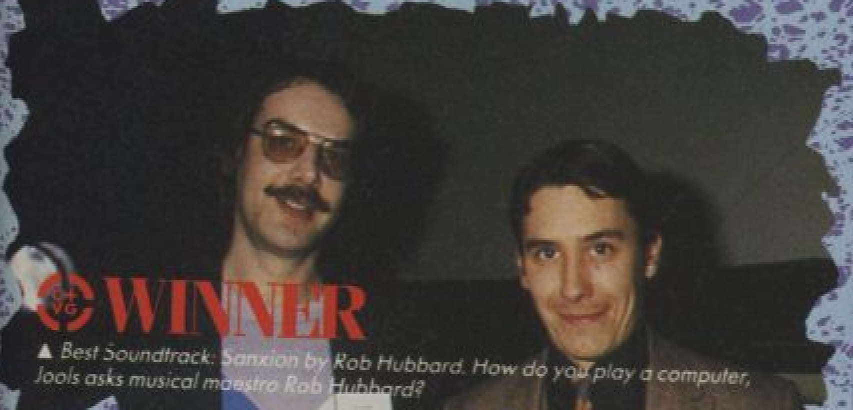
▲ Programmer of the Year: Andrew Braybrook. A Golden Joystick should prove handy for Andy, King of the Joystick.



▲ Adventure of the Year: The Pawn. A worried Jools wonders if there's a cure for Magnetic Scrolls as Rainbird's Paula Byrne and MS's Anita Sinclair look on.



▲ Strategy Game of the Year: Vietnam. "I haven't played this game," admits Tim Chaine, one of US Gold's commanding officers, before making a strategic withdrawal to his table.



▲ Best Soundtrack: Sanxion by Rob Hubbard. How do you play a computer, Jools asks musical maestro Rob Hubbard?

ROLL OF HONOUR

Game of the Year: Gauntlet/US Gold
Runner-up: Uridium by Hewson.
Commended: Space Harrier by Elite.

Software House of the Year: Elite
Runner-up: US Gold.
Commended: Hewson.

Programmer of the Year: Andrew Braybrook
Runner-up: Chris Butler.
Commended: Steve Crow.

Adventure of the Year: The Pawn/ Magnetic Scrolls/Rainbird
Runner-up: Lord of the Rings by Melbourne House.
Commended: Heavy on the Magik by Gargoyle Games.

Strategy Game of the Year: Vietnam by Strategic Simulations/US Gold.
Runner-up: Johnny Reb II by Lothlorien.
Commended: Silent Service by Microprose.

Arcade Game of the Year: Uridium by Hewson.
Runner-up: Gauntlet by US Gold.
Commended: Ghost 'n' Goblins by Elite.

Best Original Game: Sentinel by Firebird.
Runner-up: Trap Door by Piranha.
Commended: Trivial Pursuit by Domark.

Best Soundtrack: Sanxion by Rob Hubbard for Thalamus.
Runner-up: Knucklebusters by Rob Hubbard for Melbourne House.
Commended: Star Glider by Rainbird.

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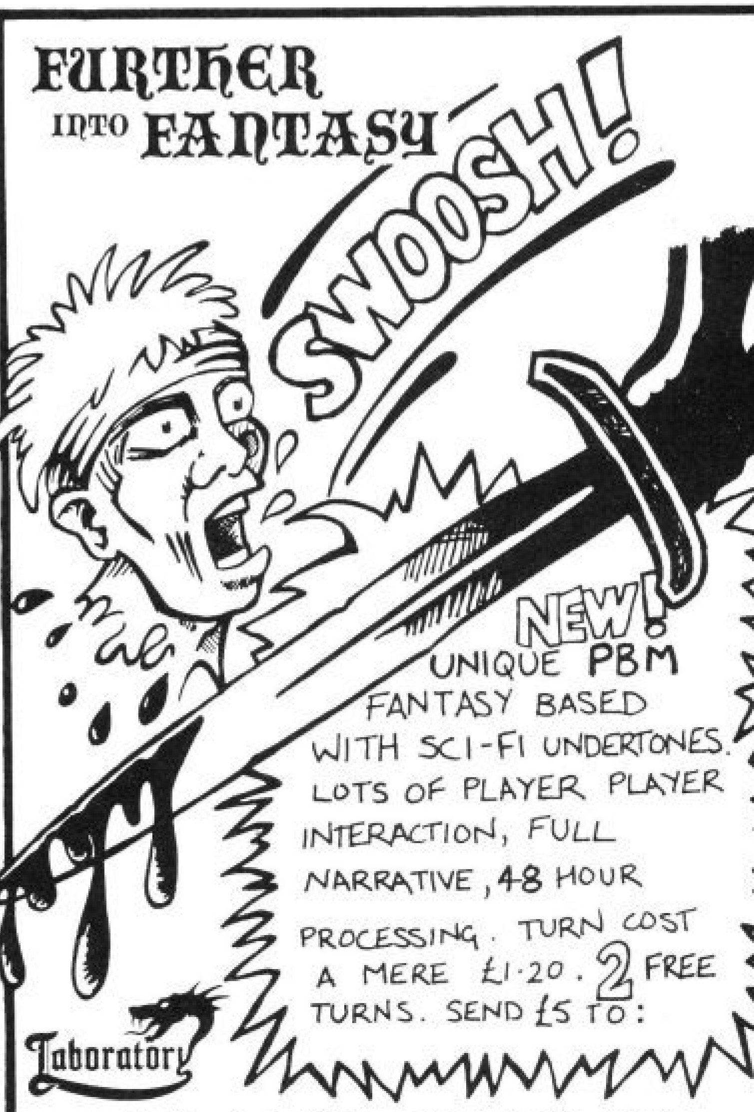
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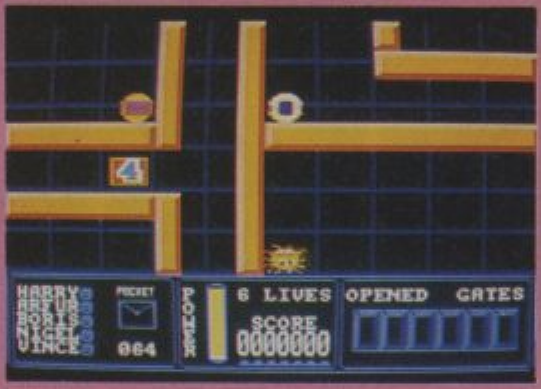
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C+VG STREET SEEN

Handle these pages with care. The information they contain is so hot you could burn your fingers. What have we got? Only the return of Ultimate (gasp) with Martianoids, another Monty Mole game (dig it), CRL smartens up its image (hey), Ariolasoft's in a scrap with Dogfight (heavy) and Firebird's using its Imagination (cosmic).





Martech is set to release *Pulsator*, a multi-maze shoot-'em-up with a challenging puzzle, for the Spectrum, Amstrad, Commodore 64/128 and MSX.

The game offers five game levels, each consisting of 49 rooms. On each level is a "Pulsy" who has to be rescued. This is done by finding the key which unlocks the door to the prison.

The aliens on each level become progressively more intelligent and will deplete your power if they touch you. The landscape of each level also becomes increasingly more difficult and hazardous to negotiate.

The game is far more complex than simply finding your way through a maze. Various pathways are blocked by gates, of which there are six types, numbered one to six. The gates can be opened or closed by passing over sensors. The sensors are also labelled one to six.

If a particular type of gate is closed and you pass over its associated sensor then it will open. If a gate is open and you pass over its sensor it will close. It is this element of the game which makes it far more exciting than simply solving a maze.

Pulsator will sell for £7.95 on the Spectrum and £8.95 for the Commodore, Amstrad and MSX. Commodore disk versions will cost £12.95 and Amstrad disks for £14.95.



***Sun Star*, CLR's fast and furious shoot-'em-up for the Atari, is now set for release on the CBM 64.**

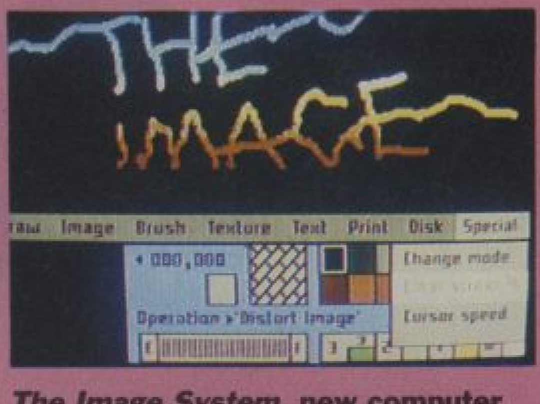
You play the part of a pilot of the space craft *Sun Star*. You are destined for the Xxarion Star Corporation's solar energy grid to collect energy. Due to a build-up of unstable energy pulses, that task is far from easy.

You must hurtle around the maze-like grid at breakneck speed destroying disrupter pulses to collect the fast moving energy crystals that are left behind. You must avoid the grid walls and disrupter pulses or you will be destroyed.

The price of *Sun Star* is as yet undecided.

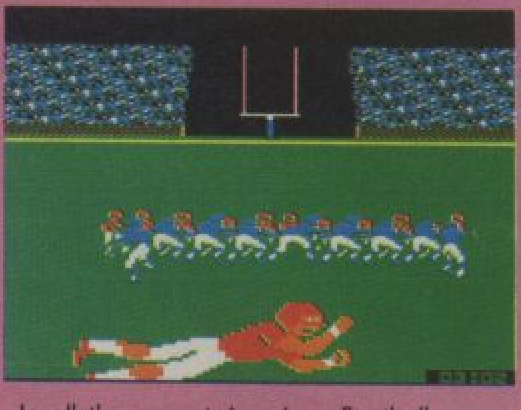


It can't be! But it is! A game from Ultimate! In case you've forgotten, Ultimate were once regarded as THE games people. Since they were swallowed up the U.S. Gold little has been heard from the enigmatic Ultimate crew — until now *Martianoids* are on the way. A vast robot ship has been launched into outerspace by the Markon Empire to find new life forms and gather knowledge of the galaxy. Installed on this ship is the largest and most powerful computer the Markons have ever created. You are the guardian of this advanced computer named The Brain of Markon and it is you ultimate mission to defend, maintain and activate the Brain in the attack by Aliens. The Martianoids are such vicious and barbaric enemies who enter your ship, disrupting the passage of programs transmitted through the Brain draining your battery in desperate suicidal attacks to destroy you and your ship. Your task is to guide the program from the transmitter to the receiver in each sector, avoiding the disposal chutes which may lose your program and repairing any damage and active components. To defend yourself you are equipped with powerful lasers. A console acts as your aid displaying a map which shows your position, the position of the program, the status of each sector and messages to update you of the activities within the Brain. Available for the Spectrum at a recommended retail price of £8.99, Amstrad and MSX at £9.99 Cassette from April 1987.

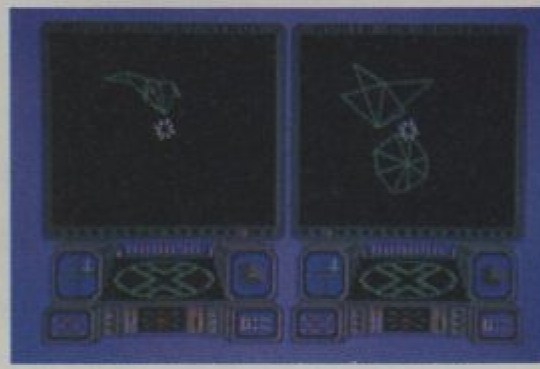


***The Image System*, new computer graphic package is being released by CRL. In addition to providing the usual drawing and painting facilities, it allows you to create your own text fonts. Zoom, move, copy, scale, rotate and even fold your pictures in 3D space.**

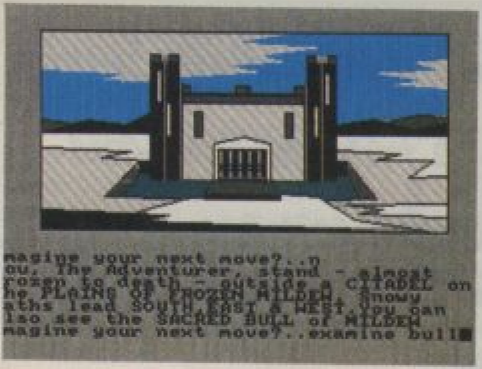
***The Image System* will retail for £19.95 on cassette and £24.95 on disc.**



In all the current American Football games you simply get to play the coach. Now, thanks to **Gamestar** and **Activision**, you can get down among the action on the field. So prepare to find yourself face to face with The Fridge or running for that game winning touchdown! At last a true arcade version of the US sport we've all come to love so much. **GFL Championship Football** will be available for the C64/128 now. £9.99 tape £14.99 disc. Go for it!



Ariolasoft plans an interesting twist on the space shoot-'em-up with Dogfight 2187. *The screen is split in two, representing the view from two different craft, yours and the enemy. So you have to keep your eye on both screens to cope with the action. It's one or two people against the computer or human versus human. Three dimension vector graphics and the promise of very fast action should make* Dogfight *a goodie. Out first on the Commodore 64.*



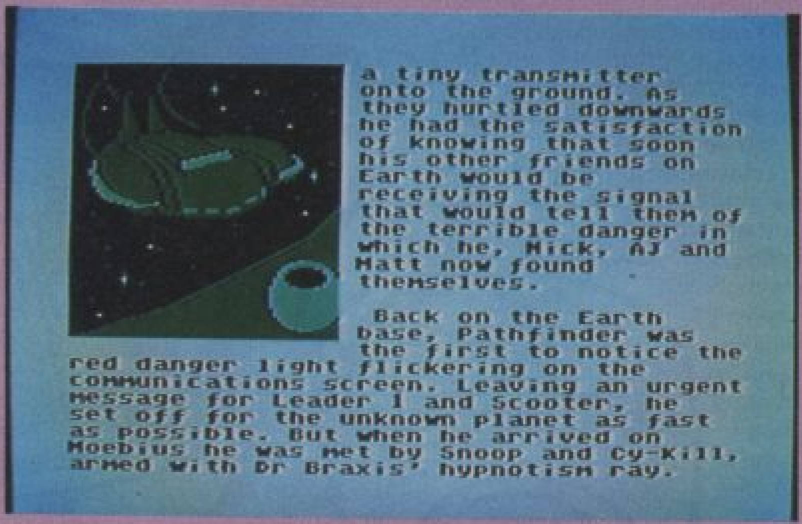
How many stars are there in the universe? Difficult, eh? Well that's your mission in Imagination, *a graphic/text adventure from Firebird. The game begins with you sitting in your living room with a computer and floppy disk and a choice of four games to play, all of which are linked.* Imagination *is from the mind of Peter Torrence, creator of* Subsunk *and* Seabase Delta.



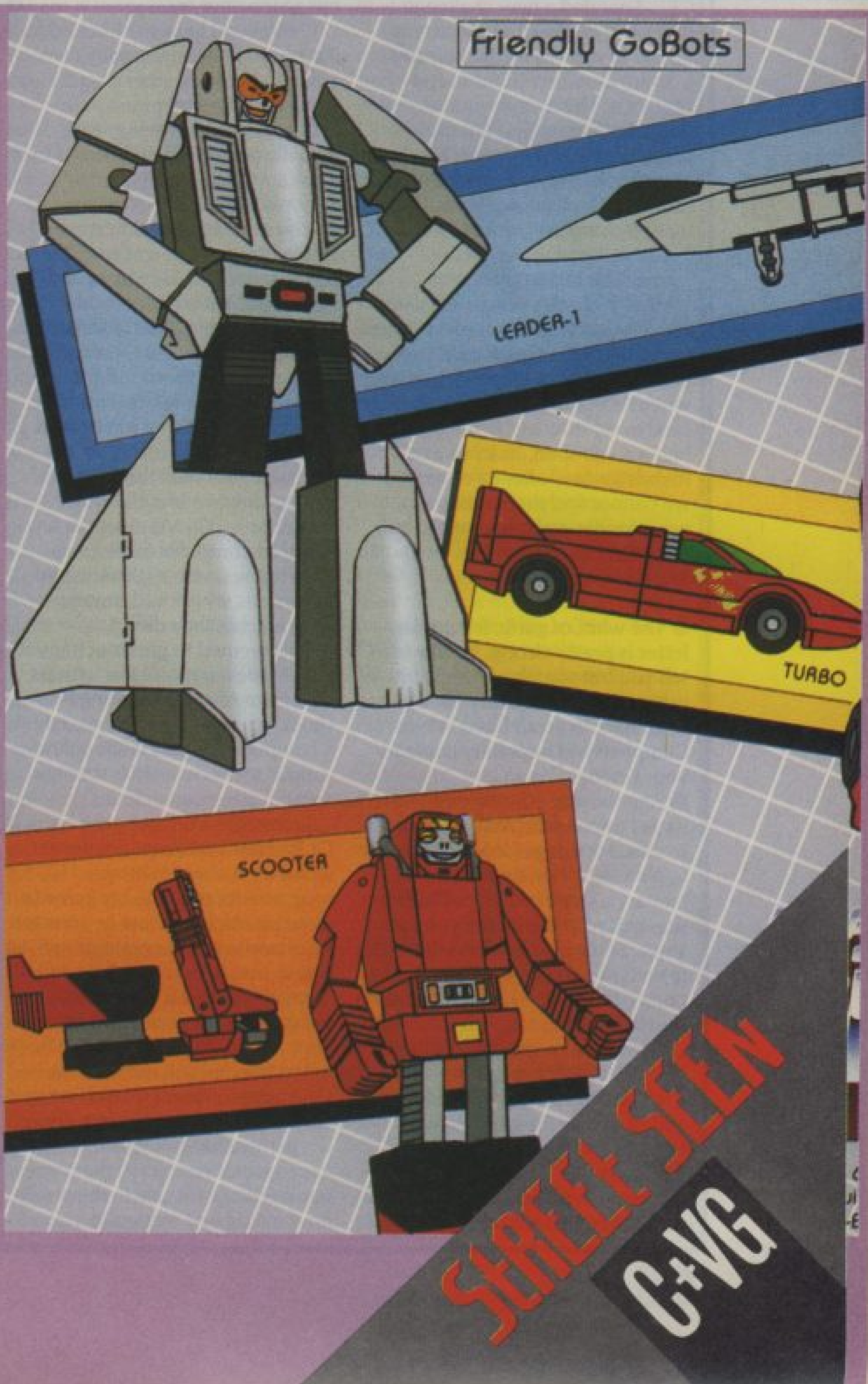


The Mighty Mole is back! After a world tour old Monty is about to return to your screens in *Auf Wiedersehen Monty* from Gremlin. More platform antics from Mr Mole but this time set in exotic locations all around the globe. Our screen pics show Paris and Sweden. The idea of the game is to help Monty raise enough cash to buy his dream island Molas — shown at the bottom of the screen. This latest — and last? — addition to the Mony epic is going to be a must for platform freaks. Watch for C+VG's full review coming to a magazine near you soon. And while you're chewing your nails waiting for that, why don't you enter our Monty Mole joke competition on page 40 of this month's issue.

Welcome to the clone zone or, as Ariolasoft prefers, *Challenge of the Gobots on the Moebius Strip*. The computer game based on Hanna-Barbera's hugely successful cartoon series should be out in May. It revolves around the plight of the goody Gobot Scooter which has been cloned. There seems to be hundreds of him all over the Moebius strip. Not a good state of affairs. The mission is to find and collect all the Scooter clones and bomb enemy bases. The plot of the game is by Tony Crowther and included on one side of the tape is a Gobot story vital to the playing of the game.







Mailbag.

Computer + Video Games
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OTTIS here again. Yes it's time again that I put my stamp on Mailbag. Okay, the others to a good job but you must admit nobody does it better than me. Agree? No? Who cares anyway. My ego circuits are big enough for all of us.

● I get your mag every month and I think it is great. One of the best things are the reviews. A few months ago I read a review about an adventure called *Dracula* by CRL. I needed a new challenge instead of yet another shoot 'em up, so as soon as the game came into the local computer shop I bought it. I believe in your review you said there weren't many locations but it still wasn't a five minute job. You weren't kidding! It took me two days and a stroke of luck to complete the first level. But it was worth while to get the satisfaction in completing it.

Well, onto the next level I went. This I found was much easier to get into. I was going great until I got into Dracula's personal couch, where I kept freezing to death. I've tried everything but to no avail, it had me stumped, as it has as my friends and still after three months we cannot find the solution. so, I was wondering if anyone can help me on my ill-fated quest.
Matthew Wood
York

● **The whiff of garlic from this letter is pretty strong. I'd like to tell you but somebody's just bitten me on the neck and my circuits are beginning to go all blank. Keith Campbell will hopefully come to your rescue.**

● After buying your November issue I opened the Mailbag pages, scanned the pages for my letter but to no avail. Then on the 9th January a small brown package was hurled at me by my younger sister. Seeing the English address I (calmly) opened it and inside was a copy of *Viva Vic* — the compilation from Llamasoft.

Now then — get this — I turned OFF my C128 that I got for Christmas and actually touched my VIC. Anyway the games are brilliant and it was better than my 128 game.

I thank everybody at C+VG for the games. All you other readers who are reading this, I got that game by writing to C+VG wishing and hoping I could enter the *Viva Vic* competition, but knowing I was too late and they ended up sending me a tape anyway.

C+VG you have me hooked for life and to prove my loyalty I am going to burn my other magazines and frame the staff photo.

Oh and another thing, who actually got Tim to smile in the staff photo. *Michael Field,*
South Australia

● **You must have touched our hearts, Michael. It was probably pay day and we were in a good mood. But before everybody writes begging games from us, we obviously can't do it for all our thousands and thousands of readers. Tim smile? You must be seeing things. We've never seen him smile. Never.**

● Thank goodness there is still a strategy section in a computer magazine — C+VG. I am an Amstrad computer owner and have in the past bought Amstrad magazines which had strategy sections, but they died off.

This seemed to give much joy to the arcade fanatics. I like various selections of games ranging from shoot 'em ups to wargames. I think a computer magazine should have various sections such as strategy arcade, adventure, etc.

In this, C+VG have got it right. If Dr Badsey is stuck for articles to write, how about inviting a programmer of a strategy game to write an article on how he selected ideas and some general tips and hints.

My next point is on writing wargames on a computer. I read your article State of War and I have noted down some useful ideas. One question that I would like answered is when one writes a wargame who should one approach or contact? If the game is good enough for sale to the public, how would one recognise a good deal from a software company?

I only recently started reading C+VG but I hope to read more balanced issues for a long time to come.
Ian Worle
Leeds

● **Glad you like Steve Badsey's war game features and reviews, Ian. Why not write to the software companies who produce war games and tell them about yours. Who knows what might happen. As for getting a good deal, that's difficult. In the end you must decided if you think you're getting treated well or ripped off.**

● I am sorry to say that after five years of reading your magazine, it is time for the parting of the ways. I imagine you are wondering why. Well, my reasons are threefold.

Firstly I feel you have a slight anti-Amstrad tendency and a definite bias towards Commodore and Specturm. Although your support of the latter will probably wane now that they are owned by Amstrad. I know you review plenty of software for the Amstrad but your letter replies and articles give the impression I have mentioned. The only time you seem to mention Alan Sugar is to offer some form of criticism.

Secondly, I feel the general content and attitude of the magazine has changed towards the younger reader. Anyone who sends a letter to Mailbag seems to get a silly reply such as Big Red will come and sort you out. You seem to have forgotten that not all your readers are young.

Finally you like all magazines are quick to condemn software piracy, yet you seem quite happy to make money out of pirates. I am of course referring to your Microsell adverts. I know you print a prosectuion warning at the beginning of Microsell. Do you really believe all these adverts from foreign countries especially, are not pirates?

The same advertisers month after



month are offering vast collections of games, etc, in exchange for other readers lists.

I am sad to see a once great magazine fall into such a decline. I for one will not purchase it again until it is returned to its former glory.

Anon
Gwent

● **Well Anon, it's sad that you feel it's time for us to part. We don't have an anti-Amstrad bias and to be honest I can't think of any time we have criticised Alan Sugar. C+VG has always been a young magazine which also appeals to older people as well. We still are and always intend to be so. Printing the Microsell adverts doesn't actually make us any money. We run it as a reader service. We try to weed out the pirates but, of course, some get through the net. As for C+VG returning to its former glory, well, these are the glory days, Anon.**

● We are five Scottish girls who are all 'into' computers and Play-by-Mail. It was great to see an article on Play-by-Mail in your magazine. We found Wayne's article interesting and look forward to next months's. Could we have another photo of Wayne next issue?

Wayne Fan's
East Kilbride.

● **You'll find another picture of Wayne on the news pages, girls. Us other chaps are jealous that nobody wants to see more pictures of us. We are, of course, the world's most elegantly eligible computer magazine.**

● It is no good, I cannot hold back any longer AAAHHHHHH!! That's better. Right, now to get down to it. What was the point of having an index, when none of the pages had any numbers on? I refer, of course, to the January issue. And while I have your attention, where are those tantalising glimpses of stocking top that I demanded in my last letter? That's what we want from our Melissa, not all this running about in a jump suit.

Yours most sincerely
T.F.F.G.A.P.N,
Oxfordshire

● **You, again. Didn't you read Kaliber's reply to your last letter printed in the March issue? Stocking tops? Paris the Pen gets too excited so we've had to tell Melissa to cover up. Hold on. Is this letter from the famous Fiend of Farringdon? I bet it is. This is serious not only does he haunt Keith Campbell but he's turned his attention on the rest of us now. Help.**

● I have an Atari 800XL, disc drive and data recorder. I would like to know if I could help your magazine in reviewing software. I have read your mag for two-and-a-half years and thinks it is great. I am 15 and have thought of starting my own mag or software library, but I do not know where to start. Please could you help me. I would also like to know when *The Last Ninja* from System 3 is coming out.

Ricky Young
Southampton

● **We get lots of people wanting to review games for us, Ricky. What we usually ask them to do is send us a sample review and we put it on file. There's not enough space to write about starting magazines. Why not give us a call and we'll have a chat. Who knows when *The Last Ninja* will appear. Do you really care?**

● I am disappointed to find that the standard of reviewing (reviewer). Your organ is on the slide. I refer to the February isue, in which *Caverns of Eriban* was given an untruthful review by someone who must have been sitting on their brain, and *@!!@* all.

Caverns is of importance to me as I am the programmer of this "Crude, Naff" game and while bad reviews are of course expected, "reviews" presented in the puerile 6th form "humour" of one of your so-called reviewers is not to go unnoticed.

I quote: "All you have to do is to fly some crummy old spaceship around the Caverns and that's it."

The obvious reviewing inability shows through as the reviewer could not have encountered the surface rockets, mortars, and supply points. Or subsequently, the underground missile silos, stalactites, stalacmited drips furnaces, etc, etc.

Also "if you like a good old shoot em' up then give this a miss . . . if you like any game . . . you'll hate this, it will kill them with boredom". This is of course his opinion, but had he attempted to spend more than 10 minutes on it, as I'm sure you pay him too, he would have found that all these hazards he claims do not exist, make the game very challenging. My last two games *Thrust* and *The Designers Pencil* for Firebird and Activision, were not give excellent reviews, but at least when I read them, I didn't read "a bucket beside me to be sick in" as they were an honest and accurate report of what the game involves, which to the games buying and magazine buying public is an important measure in the standing of your magazines reviews and accordingly the reputation of your magazine.

This self-important and egotistical reviewer is wallowing in his own opinion, which counts only for whether they like the game or not and *not* for actual game content.

I may sound like sour grapes etc, to you but half truths mixed with opinion and rubbish are the makeup of any daily newspaper or lesser rag, so come off it, Hakan, if you're going to slam a game, do it on a *truthful* account of its content, or lack of it, as no-one gives a toss for your "wit" and lies.

Darren Thomas
Wales

● **Obviously we have a difference of opinion here. Hakan plays a lot of games. He has no axe to grind about your game, Darren. Presumably he just didn't like *Caverns of Eriban*.**

● I am a regular reader of C+VG and especially look forward to the Mailbag section. Just before I go into work, I look forward to a really good laugh with the readers letters — it's the best letters section in any magazine.

The reason for my letter is to sort out you guys in the software-reviews section. Why on earth do you not review any software for the Oric computers? (Yes, you've guessed, I'm one of many who praise the Oric) I've hardly seen a review for the machine, why not? You can't say that there isn't any around. I'll have you know that F.G.C. have released new titles as well as OPEL LTD. Also in France there's a whole heap of it!

Oric is very much alive in England and abroad, I'm sure I speak for many owners of the Oric who would like to see some software reviewed for their machine. So come on, shape up, lets see some Oric reviews.

To the many readers of C+VG who own the Oric, may like to know that support is at hand for their machine in the form of a newsletter called Your Oric. Your Oric is run by my brother (K. Thompson). For details send S.A.E. to 41 Morden Gardens, Mitcham, Surrey, CR4 4DH.

That's the software reviewers sorted out, and now for that Bug-Hunter who goes by the name of 'Grill' — He looks like a left over from a Metal-Mickey Convection. Just give me five minutes with him and I'll cool his circuits!

And now a few words to the delightful Melissa (sigh, sigh . . .) I will be sending on some Oric cheats and pokes etc for you to print in I.D.E.A.S. Central. How about a post of you, I've reserved space! One final word, let's see the software review pages with some Oric reviews, O.K.

C. Thomson,
Surrey

● **Oric? What's an Oric. We never see any Oric games these days.**



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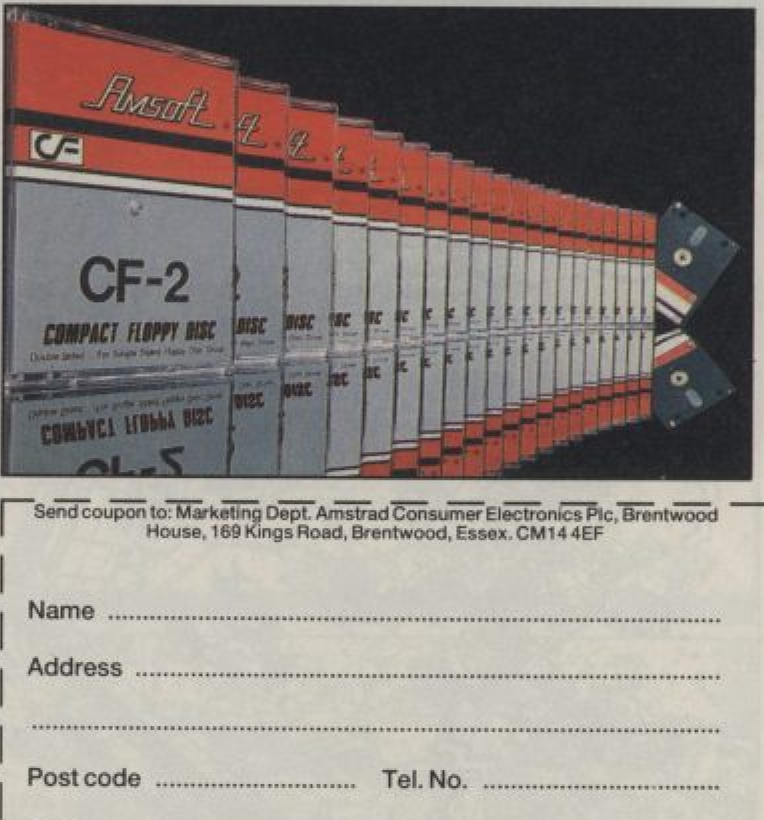
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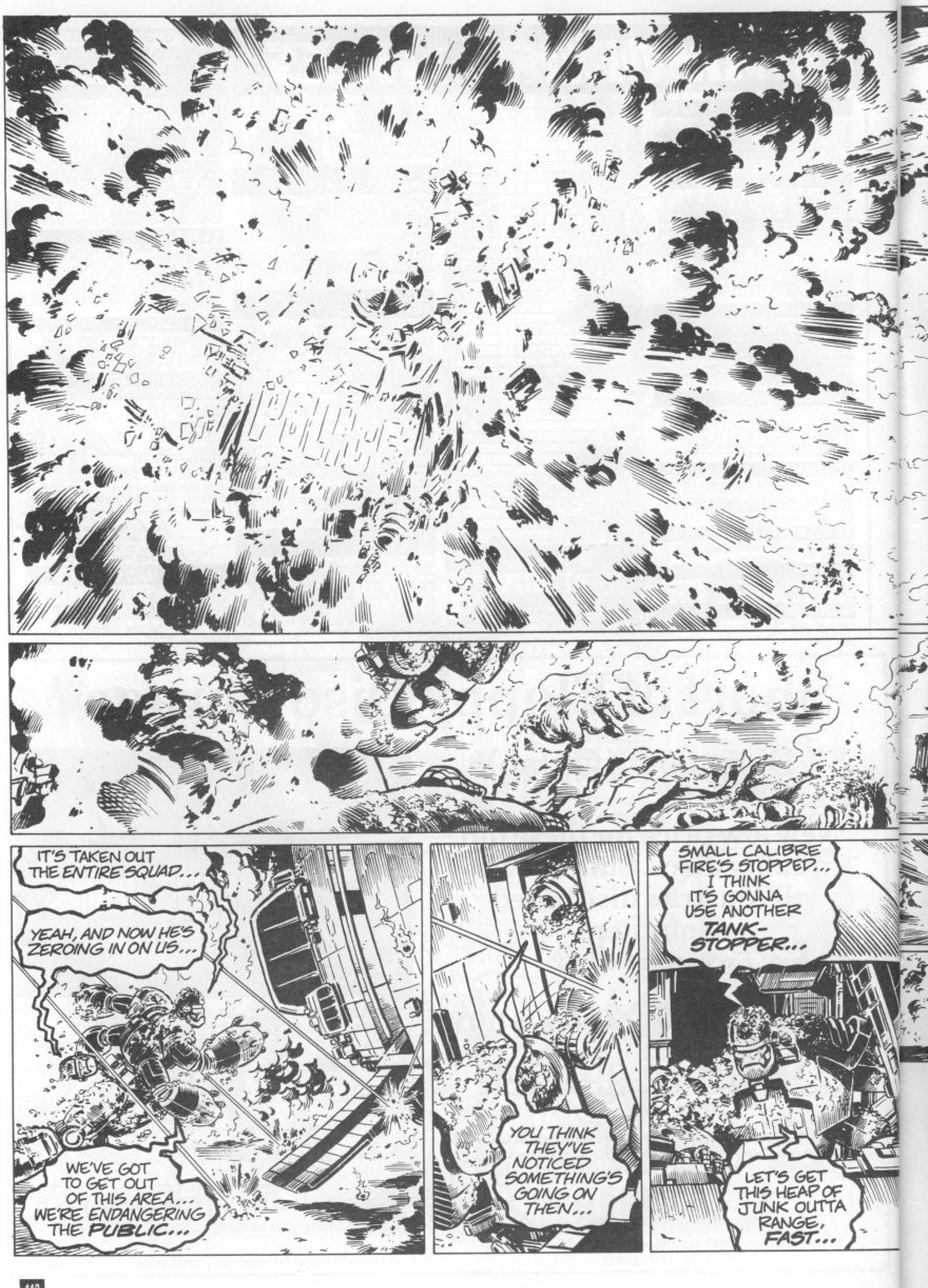
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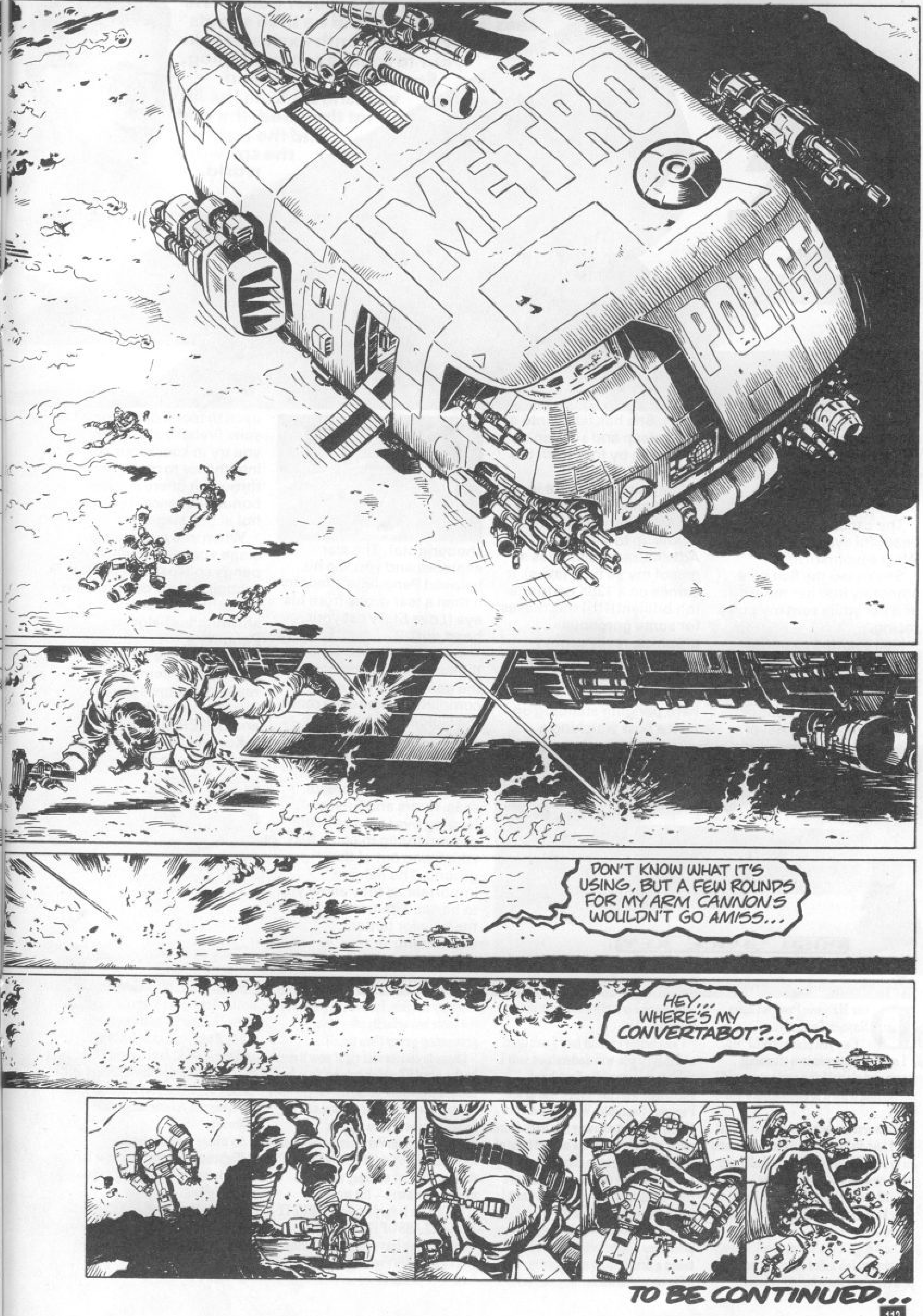
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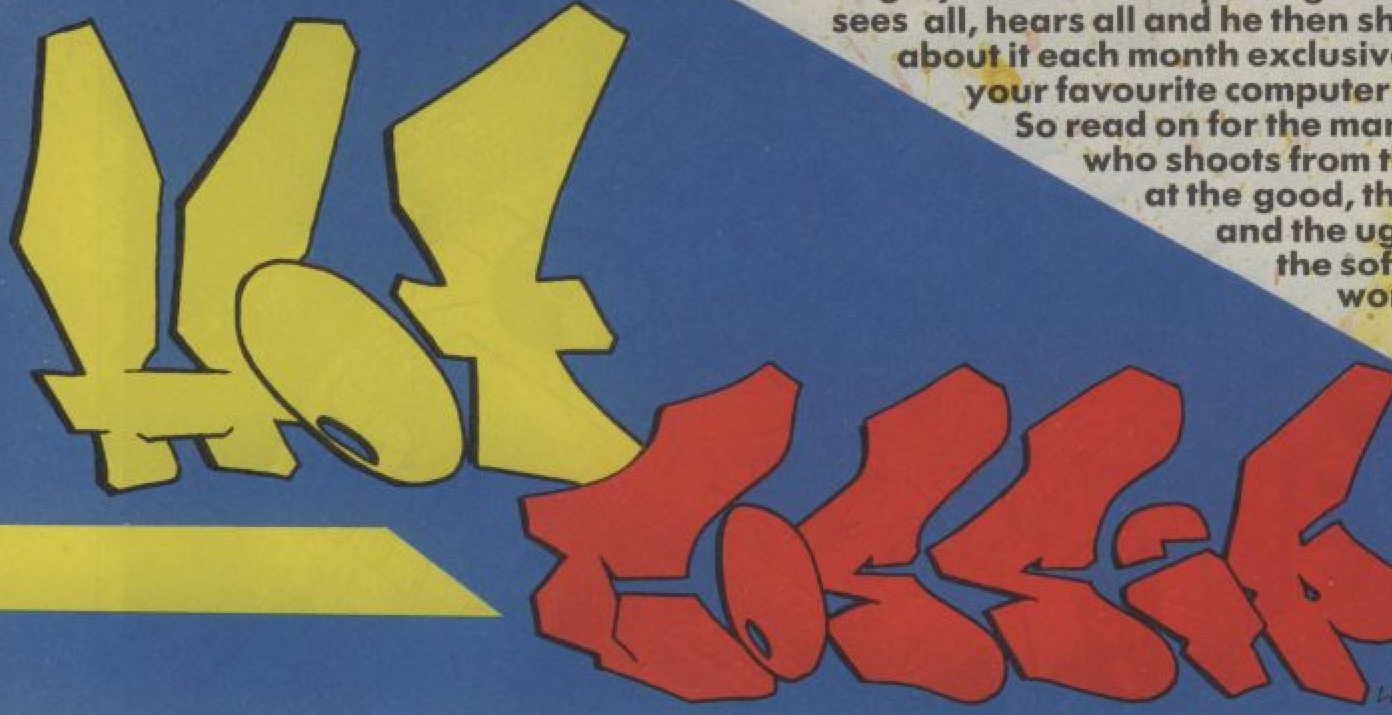
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IT'S TAKEN OUT THE ENTIRE SQUAD...
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YOU THINK THEY'VE NOTICED SOMETHING'S GOING ON THEN...
SMALL CALIBRE FIRE'S STOPPED... I THINK IT'S GONNA USE ANOTHER TANK-STOPPER...
LET'S GET THIS HEAP OF JUNK OUTTA RANGE, FAST...



TO BE CONTINUED...





C+VG's Hot Gossip ace Tony Takoushi has the biggest eyes, nose and mighty mouth in computer games. He sees all, hears all and he then shouts about it each month exclusively in your favourite computer mag. So read on for the man who shoots from the lip at the good, the bad and the ugly in the software world.

Our eyes met across the table and I reached out for her.

Her touch was so soft and gentle. "Oh my love", I murmured.

The candle lit her beautiful eyes to perfection. What a woman!!!

She eased the fish pâté smoothly into her mouth and her smile sent my pulse racing.

It all seemed so perfect and I thought it would never end, but now I have to get fruit from the Golden Tree to save my beloved Penguette (a penguin's life is never easy). She has fallen into a deep sleep and she can only be woken by fruit from the Golden Tree.

Penguin Adventure is from Konami and runs on the MSX format. It is the follow up to Antartic Adventure (which rates as one of my all time faves). It comes on a 128K cartridge (oh brilliant!!!!!) this makes for some gorgeous graphics, really groovy tunes and some awesome gameplay.

The game starts with the hero penguin standing on an ice flow watching a shooting star. The star explodes and you see his beloved Penguette's face in it then a tear drops from his eye (*Love Story* eat your heart out).





You then choose from two difficulty levels and go into the game. You have to complete 24 stages to reach the Golden Tree.

To complete a stage you must cover a set distance in a set time limit. You run forward through forests, seas, rivers and Space leaping over craters in the ground trying to catch fish which pop out of the ground. The fish are important as they allow you to barter with traders along the way for better equipment.

Every three stages you have to face a dinosaur who spits fireballs at you while you try to knock four spikes into the ice to make him fall through it (there is a nice bonus sequence if you get hot at this stage).

When you complete a stage your extremely tired pengy collapses on the ice mopping his brow and little thought bubbles pop up showing his beloved Penguette.

This game is PACKED with quality items and it really gives me a thrill to play games of this quality and SHEER playability.

Konami don't you EVER stop producing those carts.



Dear Marjorie Proops/Claire Rayner/Anybody!!

Can you please HELP ME!

I am torn between two stunning, warm and electrifying computers and I am finding it hard to choose between them.

The worst moments are late at night and I just do not want to leave them and go to bed. When I do go to bed all I can think or dream about are their beautiful casings and I long to have their keyboards nestling gently on my pillow...

The Amiga has a strong, cool, white exterior which hides untold processing power. While the Atari ST is solid, reliable and is truly a machine of the masses.

I had better explain how I met them and maybe you will understand how I got into this mess. My first, brief encounter with the Amiga was at the Personal Computer World show of 1985. I was locked away in a dark secret room and was given the merest taste of what lay beneath the classic Amiga bodywork. The demonstrations were truly mindboggling and I knew then I had to have this machine.

The ST eased its way into my affections and before I knew it had taken a firm grip on my emotion. The ST is very affordable, very powerful and very flexible. Indeed the Amiga is the same but actually offers more processing power than the ST.

I have to choose and right now it must be the Atari ST which gets my vote for being the machine of 1987.

It is a machine of the masses and its software base is growing at a phenominal rate. Peripherals are cheap for what they offer (£140 for a 1 meg drive or £530 for a 20 meg drive), modems, printers — the works.

The Amiga is very expensive BUT IT IS IN A CLASS OF ITS OWN. Its technical spec leaves the ST standing and its software even now in its formative years is here soon enough before Atari gets too strong a foothold to give it a run for its money.

The Amiga currently leads in the USA and the Atari ST lags behind badly. In the UK and Europe this is turned on its head. The ST is wiping the floor with the Amiga in volume sales and software.

So where is all this leading?

Right now, nowhere because there is still no clear cut leader all I can do is go on gut feeling.

The final battle will be fought in the highstreet chain stores, on television and in the computer press...

Tony Takoushi


You are invited to join the MURDER CLUB, but be careful you could end up.
KILLED UNTIL DEAD
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"YES, IT WAS A DARK AND STORMY NIGHT... A PERFECT NIGHT FOR MURDER"
"I Hercule Holmes, had gotten used to nights like this. As the world's greatest detective and resident house dick of the infamous Gargoyle Hotel, I've made a living looking for the subtle signs of impending foul play. Gloomy weather, blood curdling screams, gunshots, empty bottles of poison, bodies tumbling down stairs, a mutilated corpse or even an axewielding maniac might slip right by the untrained private eye. But to a master sleuth like myself, these telltale signs can only mean one thing. The Murder Club has just checked in!"
Poison
SURVEILLANCE
CONTINUE
"The Murder Club?' Yes, the Murder Club! Five of the world's bestselling murder mystery writers who transpose their fictional pulp plots into real-life murder and mayhem. Once again then have convened for their annual reunion here at the Gargoyle Hotel. And once again the dark, damp halls will echo with the cries of 'Don't shoot!', 'I've been poisoned!', 'Who stabbed me?', 'I've been shortsheeted!', and 'Who took all the hot water?' Yes, with the Murder Club as tonight's guests, more than the plumbing will be amiss!"
"Each member of The Murder Club will try to bump off the others and lay down claim to the crown of 'World's Greatest Murderer'. But it will not be a piece of quiche! For these brilliant criminal minds must match wits with moi, Hercule Holmes! I have only until midnight to discover the would-be murderer, victim, murder weapon and the scene of the crime."
"At my disposal will be every imaginable piece of high tech crimestopping gadgetry known to sleuthdom: minicameras, hidden bugs, even wire taps. Yet all these modern electronic wonders cannot replace my inherent ability as a born detective... instincts passed from generation to generation in the Holmes family.
Therefore, I accept the challenge. I will uphold the family honour! Before this night is over I will prevent a murder or be murdered trying! If I fail, one of the illustrious members of the Murder Club will surely be killed... yes Killed Until Dead!"
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NOW FROM THE AUTHORS OF BATMAN COMES...



DOUBLE TROUBLE

Hi! My name's Mr. Head. Some say I'm the one with the brains but I don't think my flat footed friend would agree. I'm a real sharp shooter, but without my pal Mr. Heals I'd get nowhere fast...or slow! I can jump like a flea and even glide but Heals is the Daley Thompson of the two of us – he's FAST! Together, if we can find each other, we really do make an awesome twosome, and that's the only way we can overcome the emperor Blacktooth. The last time we entered Castle Blacktooth we found the crowns of THREE of the supressed kingdoms but by that time I'd run out of doughnut ammunition and my buddy was lost somewhere in the Safari world – it was the closest we had come to defeating that rapscallion – we were jumping for joy, splitting our sides, dying with laughter...we were Head over Heals!

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